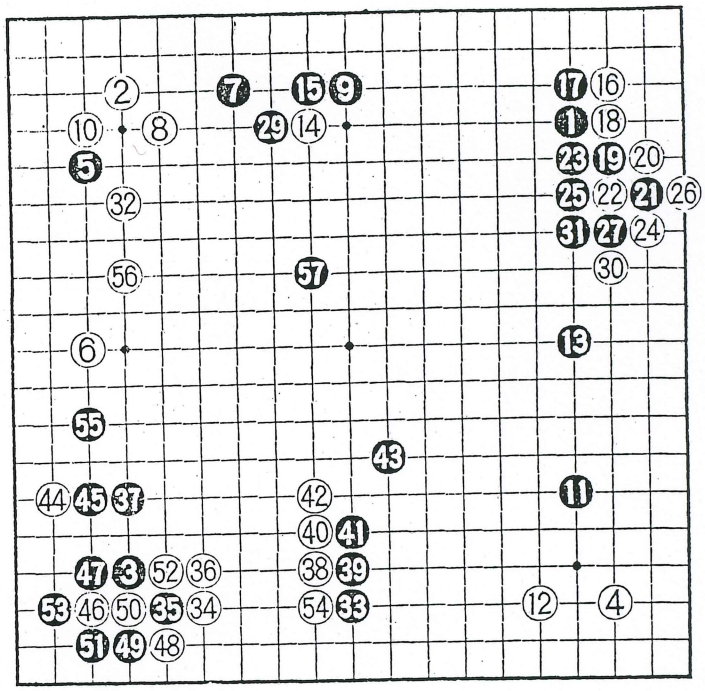
HONINBO TITLE MATCH 1963 * 5th GAME
SAKATA(W) vs TAKAGAWA(B) giv. 4½ pts.



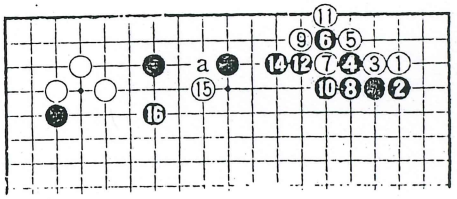
After winning two games a piece, this the 5th game of the 7 game series, takes on a crucial importance. The psychological advantage of winning this game is clear. Takagawa opens with the Cross Star Opening. Sakata gets his favorite 3-3 corner opening with W(4).

W(6) reveals W's strategy to take a leisurely pace in order to make a contest over the whole game rather than an immediate clash with a decisive outcome in the opening game.

W(12), a tight compact defense in preparation for a maximum counter offensive later on, is more typical of Kitani's style of play.

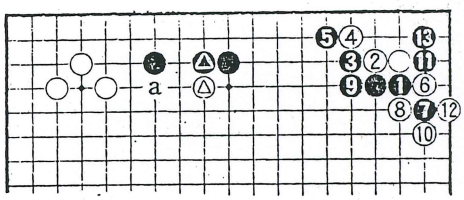
W(14) is the kind of play that would give the average player the most difficulty in understanding.

Dia. A: If after W(1) invades the corner, B(2)-(14) sequence is taken(W(13) fills), then W(15) would not be answered with a, but with B(16).



Dia. A

B(17) at (18) was rejected by Takagawa because Dia. B: this exchange leaves W with an excellent follow up play at a and makes the original exchange, W(14)-B(15), into a good exchange. A comparison study on the thinking of the two masters on this one point is very interesting.



Dia. B

W(28) fills at (21).

B(29) is played to make the W(14) a bad play.

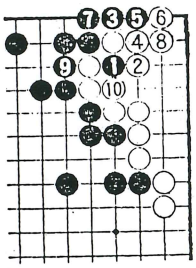
W(32) becomes necessary to prevent the B(5) from manuevering out now that B(29) is there to give additional support.

If W(44) was played directly at (46), there was a good chance of B playing at (48).

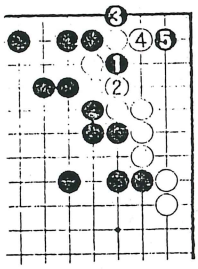
B(47) is correct and after B(53), this group is assured of two eyes. If B(47) was played at (48), W at (47) would be good for W.

B(55) was questionable and should not have been played because without this exchange B had the choice later on of invading into this W's territory.

ANSWER TO THE PROBLEM IN THE G. L. NO. 36, VOL. II



Dia. 1



Dia. 2

Dia. 1: B(1) is the important first play. This allows the sequence through B(9) with sente.

Dia. 2: If W(2), B gets into the corner with the B(3)(5) technique.

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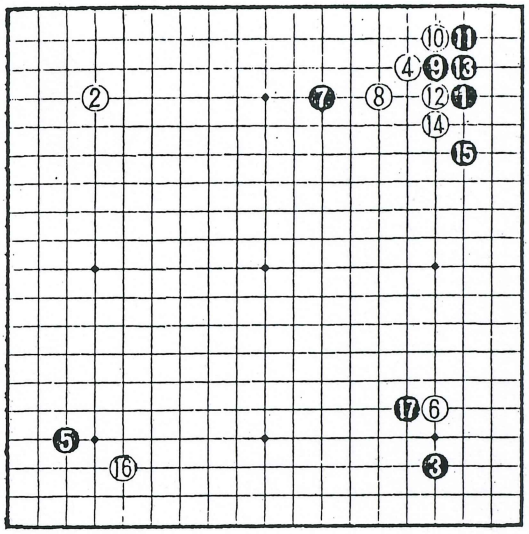
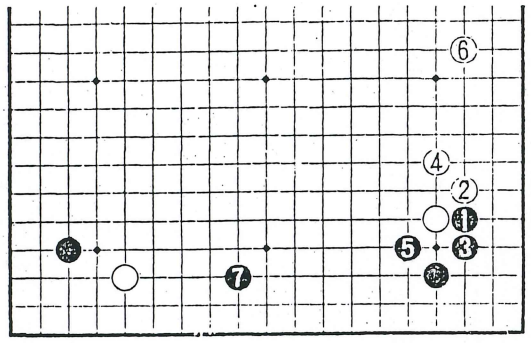
OPENING STUDIES: Takagawa(W) vs Sugiuchi(B)



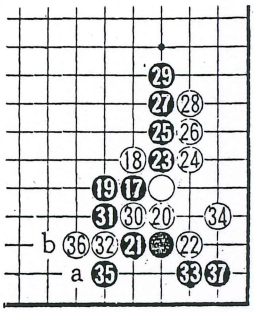
W(8) is a sound variation against the B(7) high pincer.

B(9)-(15) emphasizes actual territory rather than outside "influence".

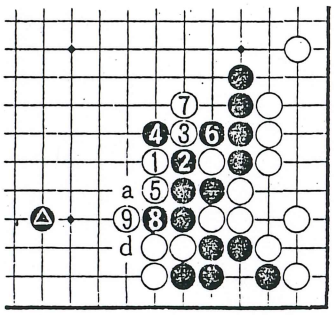
B(17) is a valid variation. Dia. A: B(1) may also be valid if B gets the exchange through W(6) and is able to pincer and extend at (7). But W(2) would probably take the "avalanche" variation causing B to have low positions on both the upper and the lower right sides.



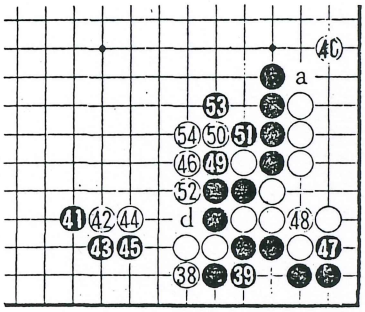
Dia. A



B(19) initiates this extended sequence which leaves very little chance for variations. W(22) at (25) is poor after B at (24), W fills at (23) and B at (22). B(37) may also take the variation getting the B at a, W at b exchange first. But recently, since this added W stone normally aids W in the center fight, this exchange is not made.



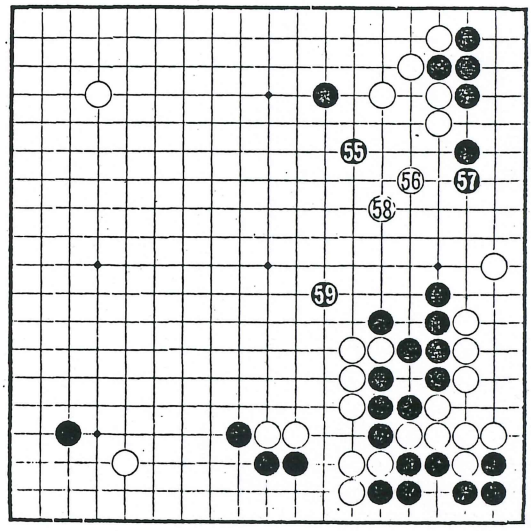
Dia. B

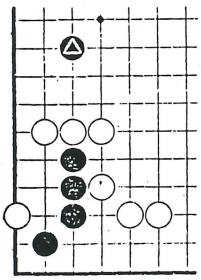


W(40) is a big play but W could have played at (42). In fact, considering the difficulty caused by B(41), this may have been preferred. W(42)(44) strengthens B but this is necessary precaution before being able to play at (46). B(49)-(53) is correct here since the threat to play at d no longer exists and B had already gained with B(43)(45).

Dia. B: W(1) is the normal follow up but with the B (41) pincer, it will not work. B(10) fills. W's structure is untenable with weakness at a, d, and the B(4) cut.

B controls the game with the (55) attack. B(57)-(59) clearly outlines B's strategy to simultaneaously attack the upper and lower W groups. The critical mid game fighting begins.





NEW PROBLEM:

B to play and live...

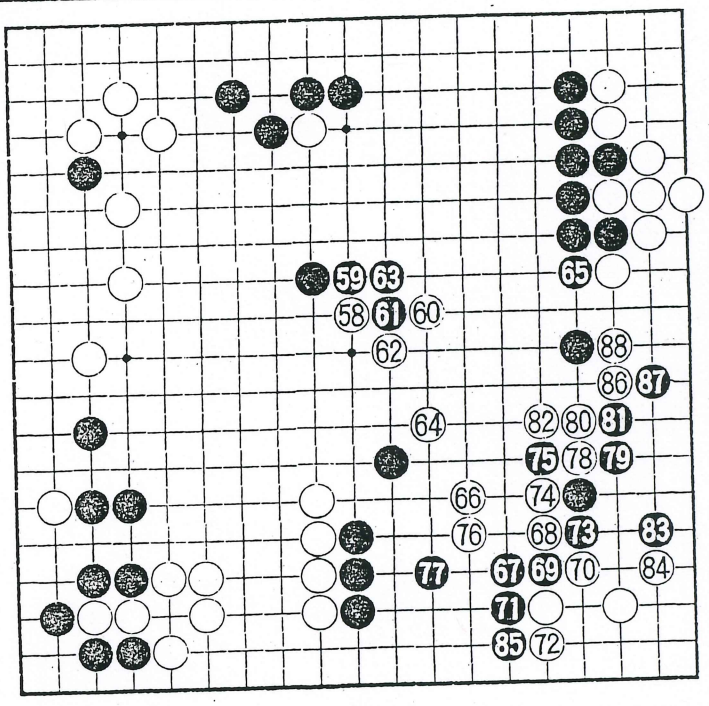
SAKATA(W) vs TAKAGAWA(B) continued:

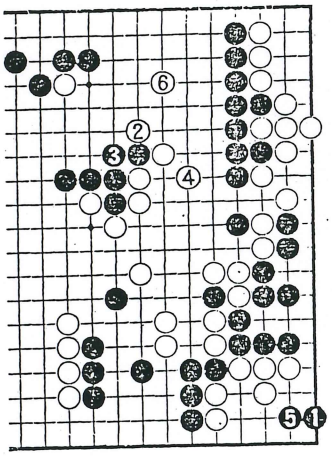
B(65) could also have chosen to play at (66).

B(67) has no other choice but to fight the W(66) attack.

W(68) severs this B group. But in the resultant battle fails to accomplish any gain even allowing B(85). There were any number of alternate lines which W should have taken at each successive play before B(85); like W(68) at (71), or W(74) at the left of (68), forcing B at (77) and W at (85).

B(89) was the sealed play that adjourned the first day. Sakata confessed later that on adjournment he felt that he was ahead but was awakened suddenly at two in the morning that night with the realization that W(68)-(88) gained almost nothing, while with B(85), B was in the lead. Unable to sleep thereafter, he spent the rest of the early morning hours trying to find a way out.

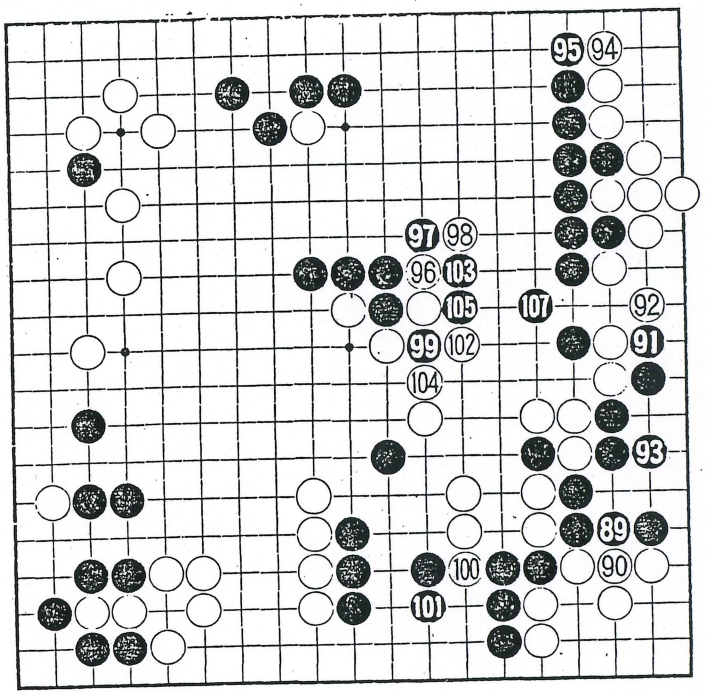


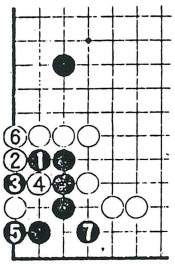


Dia. C

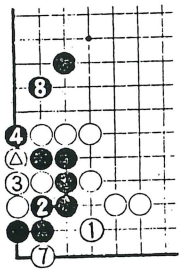
W(96)(98) begins the desperate bid for recovery. These plays are related to the ko manuever that follows. In order to avoid this, B could have followed Dia. C: B(1)(5) captures the corner and while this is good for B, W(2)-(6) allows one last chance for a win.

W(106) fills at(99).





Dia. 1



Dia. 2

ANSWER TO THE PROBLEM IN G.L. NO. 1

Dia. 1: B(1)(3) are the good plays that make this B group to live after B(7).

Dia. 2: If W(1) is played instead of W(6) in Dia. 1, the sequence through B(8), W(5) at (3), B(6) fills above it, allows B to escape out.

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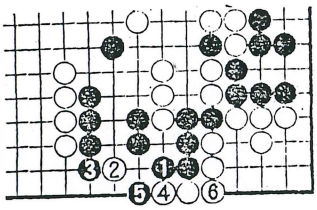
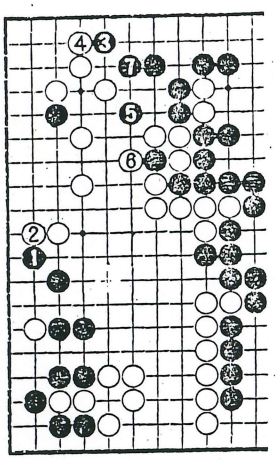


Dia. D



Dia. E

W(8) begins the ko fight.

If B(9) slacks as in Dia. D: B loses its two eyes.

B(15) takes ko.
W(18) takes back ko.

W(22) fills ko.

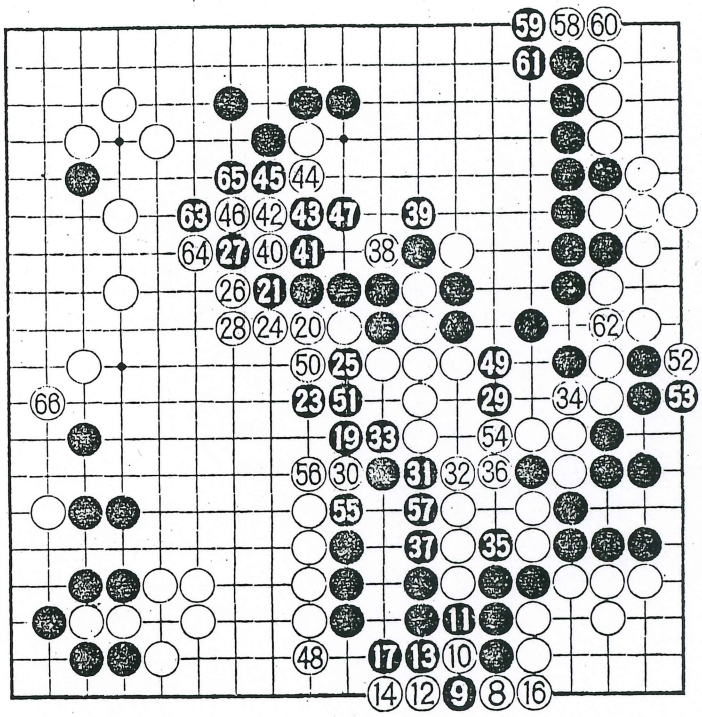
W(30) is a powerful play but eventually W is forced to fill at (62) to avoid a ko.

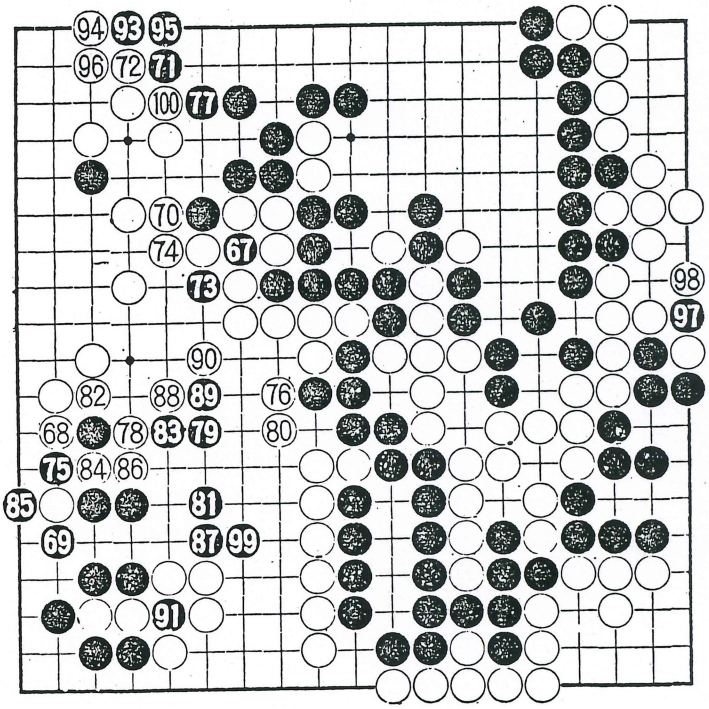
B(63) was the losing play. B(63) should have followed Dia. E: and B should win by a margin of about 1½ points.

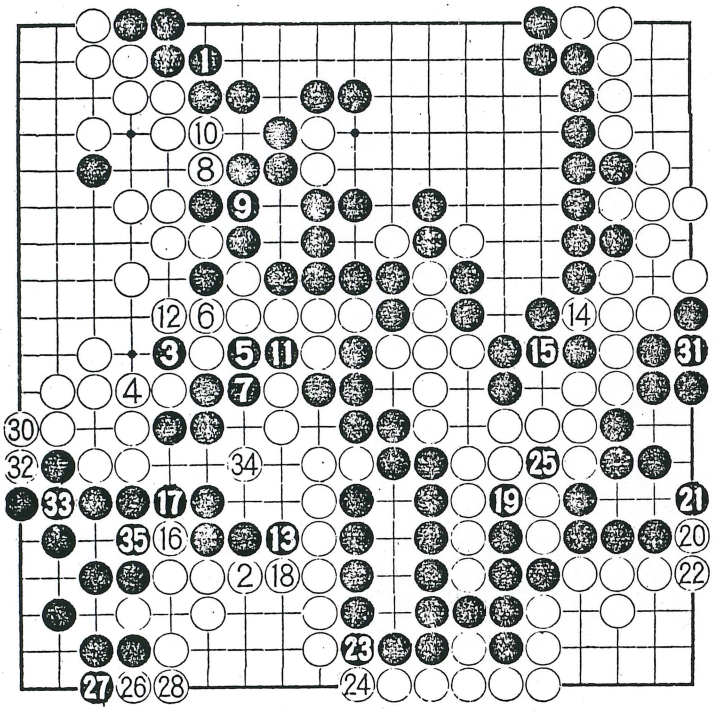
B(66) finally turns the table against B.

B(92) takes back.

B(29) fills. W wins by ½ point. Sakata also won the 6th game and won the Championship by 4-2.

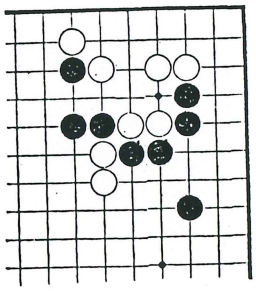






PROBLEM
ON TESUJI:

B to play.....

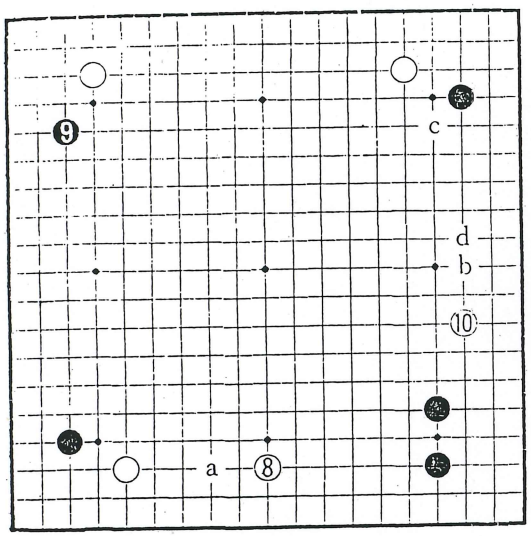


OPENING STUDIES: Shuho(W) vs Mizutani(B)

W(6), approaching this corner, is an opening variation. B(7) is the orthodox response.

W(8) avoids B's pincer-extension around a. W (8), closing the upper corner at (9), makes the patterning too symetrical and thus clarifies B's advantage of the initiative.

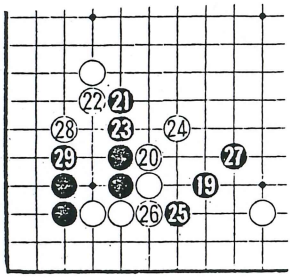
B(9) is therefore of assentable importance.



W(10) is delicately balanced. If B responds with b, W at c causes a standard congestion. Therefore W is promised the extension to d and thus W(10) is better placed than at b.

B(11) prevents W at a and threatens to invade W's territory at the same time.

W(12) aims at getting W(18) by drawing B(13), and forming a temporary defense with W(14)(16). Dia. A: B (1)(3) is too local a gain.

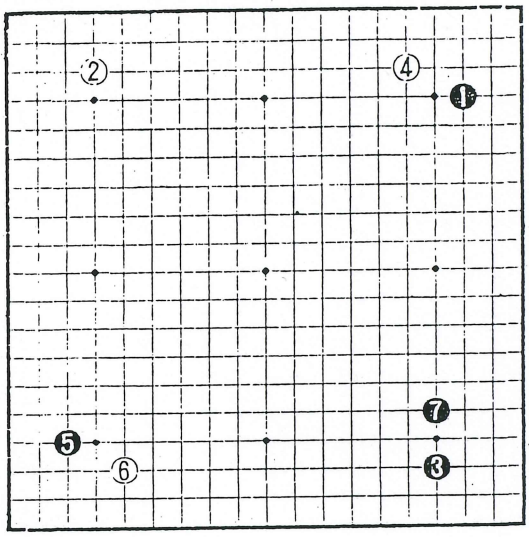


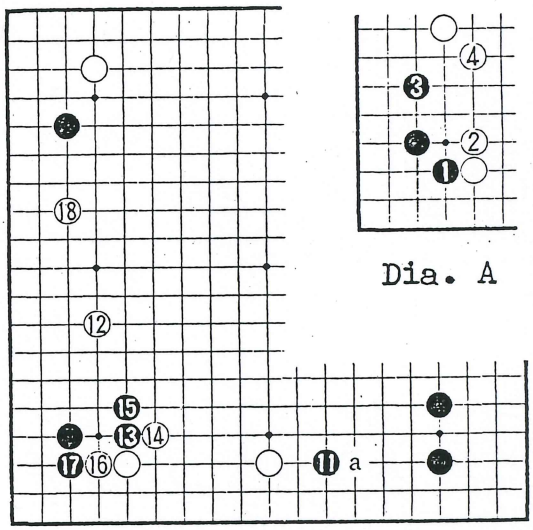
B(19) is the key point of attack in this formation.

W(34) threaten B's eye structure.

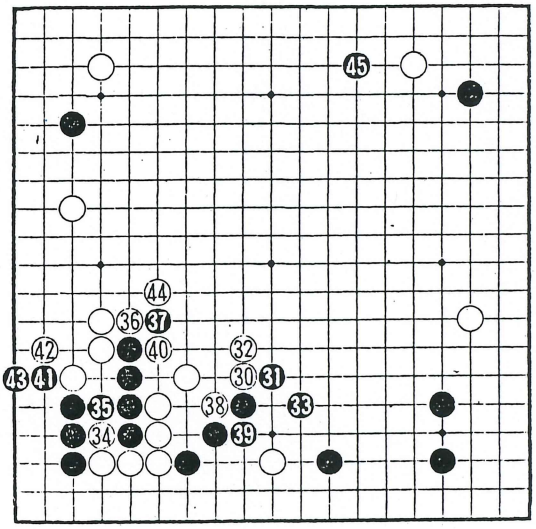
B(37) is a good play to get in before making safe with B(41)(43). If B(37) was played after B(43), W would play from (44) instead of cutting at (40).

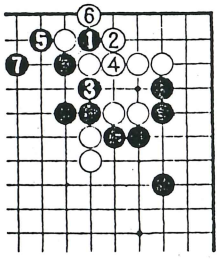
Thus after W(44), B gets the pincer at (45).



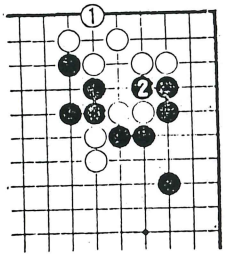


Dia. A





Dia. 1



Dia. 2

ANSWER TO #2:

Dia. 1: B(1) is the correct technique. W(4) at (6) would lose 2 stones.

Dia. 2:...thus.

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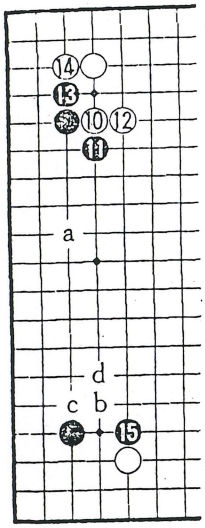
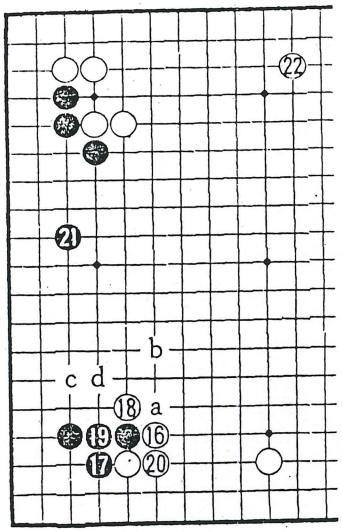
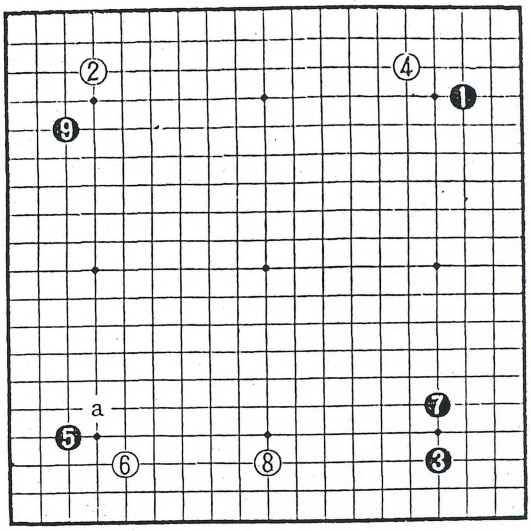
OPENING STUDIES: Shimamura(W) vs Kitani(B)

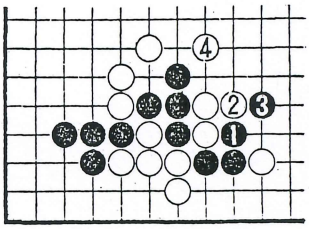
B(9) may consider playing at a instead.
W(10) is unusual. W's aim is ... if after W (14), B extends out to a, W at b, B at c, and W at d to force the upper and lower B groups into a low position on the left side.
B(15) avoids this.





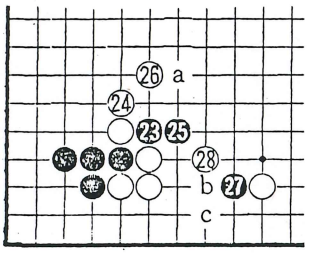
B(17) is a technique that lay emphasis on territory.
After W(20), B gets (21).
While W(22) is a good play, a play at b or c is equally good. This would discourage a cut at a. But W at a would be ponderous and gives B the chance to form a beautiful structure with d.

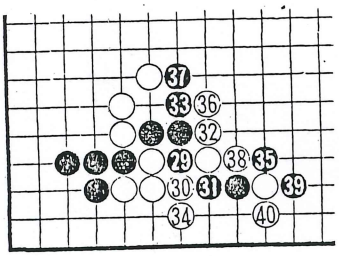




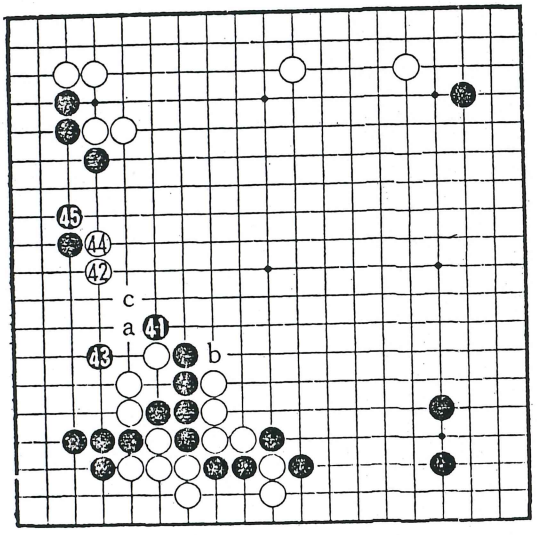
Dia. A

B(23) is irresistable.
W(26) at (28) leads into a difficult fight for W after B at a.
B(27) is the correct technique to split this W formation. B(27) at b allows W to connect with a play at c.





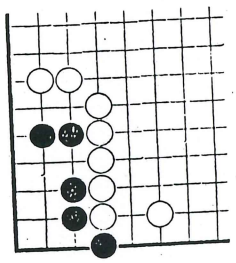
After B(29)(31), the exchanges are carried through W(40) by sheer logical momentum. If W(32) is played at (38), B wins with a play at (34). Dia. B: This diagram shows why B(35) could not play at (38).



B(41) gains back here the loss incurred in the preceding skirmish.
W(42), correctly, gives up the 3 W stones. If W(42) at a, B at c (since B at b can be played at any time and is forcing), and W makes no gain even if this W group lives. W(44) after B(43) is about the maximum plays for W.

NEW PROBLEM:

W to play and kill.....



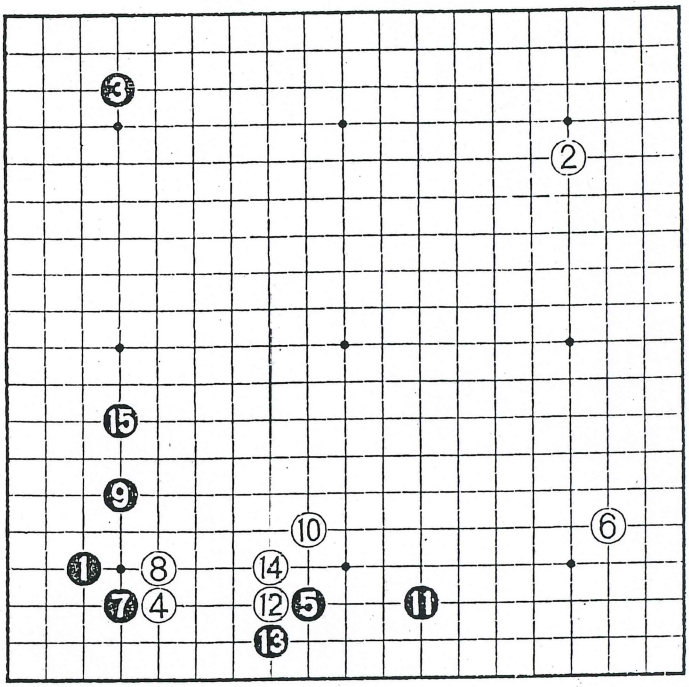
OSHIRO GO 1792: Senchi(W) vs Retsugen

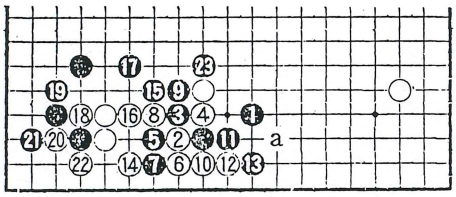
The 7th Yasui known as the "Great" Senchi, is considered by many as the most colorful and sparkling of the old masters. The term is also used to differentiate him from the 8th Yasui who bears the same name of Senchi.

The 10th Honinbo Retsugen has a record of 46 Oshiro Go match games and therefore is one of the top players of his times. But it seems he was not quite able to cope with Senchi.

W(2)(6) already hints at the unusual which characterizes this stylist who many consider to be the forerunner of the Modern School of Go.

B(11)-(15) is a standard joseki variation. Other more aggressive variations are given in Dia. A and B.

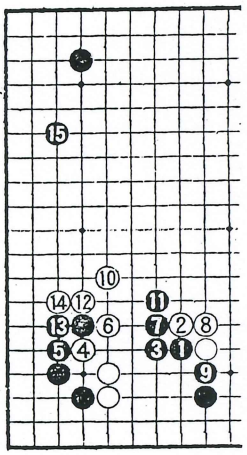




Dia. A

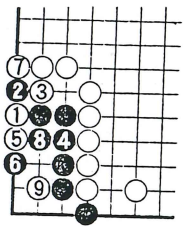
Dia. A: The B (1), knight's response, makes it possible to counter W(2) with B(3). B gets a good exchange because B(23) captures the 2 W stones. If B(1) were at a, W gets a forcing play at (1) after W(12), B (13) exchange and thereby avoids capture after B(23).

Dia. B: This exchange is also valid because B gets to play at (15) to close the upper left corner.

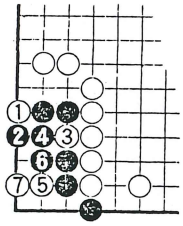


Dia. B

ANSWER TO THE PROBLEM IN G.L. NO. 3:



Dia. 1

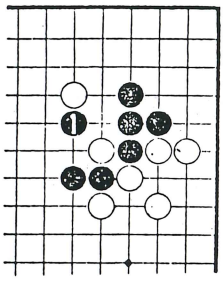


Dia. 2

Dia. 1: W(1) is the correct tesuji and one that can easily be missed. After W(9), this B group has only one eye.

Dia. 2: If B(2), W(3)-(7) is the correct sequence to kill this group.

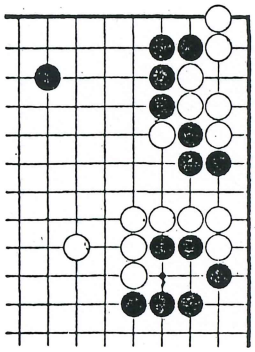
NEW PROBLEM ON TESUJI:



Dia. 1

Dia. 1: B(1) is an illustration of an elementary capturing technique.

Lets see you solve this problem on the right. B to play .....



(C) Takao Matsuda 1963

In a situation of this kind, W(16) would be played at a. If B at b, W extends out to c. If B at (17), W at d.

W(18) is representative of the unexpected plays of Senchi.

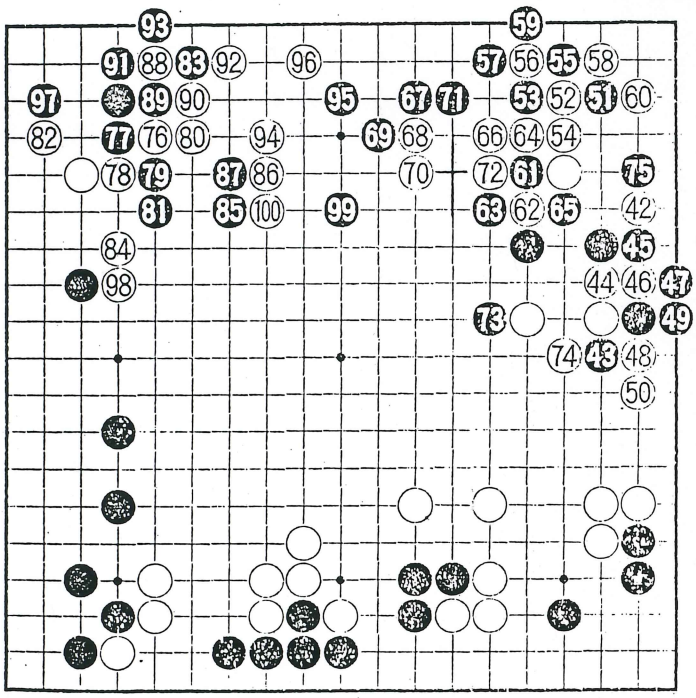
B(23) is the type of plays that looks mousy but in reality of vital importance because it decides whether a group gets the attacking position or is forced into the defending position.

B(25) is advanced tactics. Since W (24) forms a big corner closure, B(25) is played to see whether W would play at (26) or at (27) before it becomes clearly impossible to invade this corner. If W had defended the corner at (27), B would have left this situation. Since W(26) was played, B continues with (27)(29) because this is the maximum invasion of this corner. However, whether this group is safe or not is not clear. If W continues at e, this B group lacks two eyes. But since W's surrounding structure has weaknesses, there does not seem to be an outright kill at this moment.

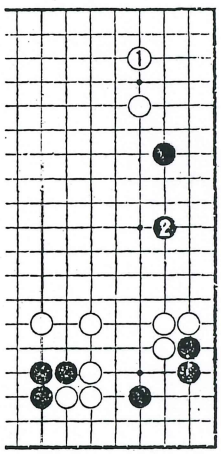
B(35) and W(38) illustrates a situation where the principle of the corner, side, center, does not hold true. Dia. C: If W(1) takes the corner, B(2) nullifies W's wall of stones.

B(41) was played to settle this group.

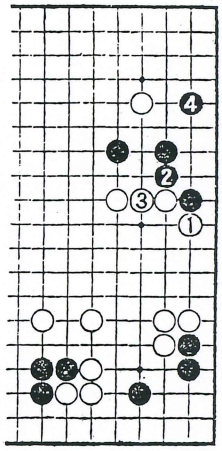
W(42) counters to prevent the sequence in Dia. D.



B(43), W(44) each continue to prevent the other from having its own way.



Dia. C



Dia. D

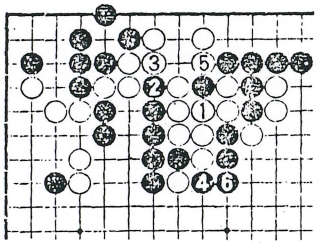
After B(59), W(60), a partial truce seem to have been reached. But B(61) again opens up the skirmish. B(61) at (72) would have been more reasonable.

W(76) gets the initiative here.

B(77)(79) takes the most aggressive line and a frighteningly difficult fight begins.

W(86) through (100) is precisely and beautifully played.

SENCHI(W) vs RETSUGEN(B) conclusion:

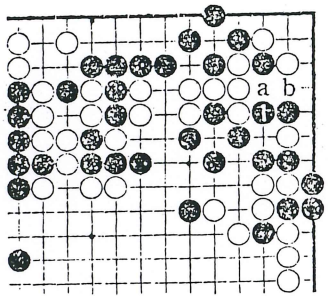


Dia. E

B(13) was probably played anticipating the sequence in Dia. E: If W(1) is answered, B(4) is sente and B gets a beautiful outside structure.

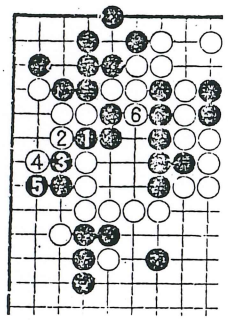
W(14) adroitly avoids this closure and gets the big play on the left with (16).

W(22) then slacking at (24) and thereby getting W(28) is like a magician doing a slight of hand.



Dia. F

B(29) creates a forcing play at a, which B aims to use in isolating the W group on the left and also to save the upper left group by pulling out at b. But the best play for B at this time was to clearly kill the upper right W group as in Dia. F: if W at a, B at b.



Dia. G

W(36) is the wonderful play which prevents the outright kill of this W group.

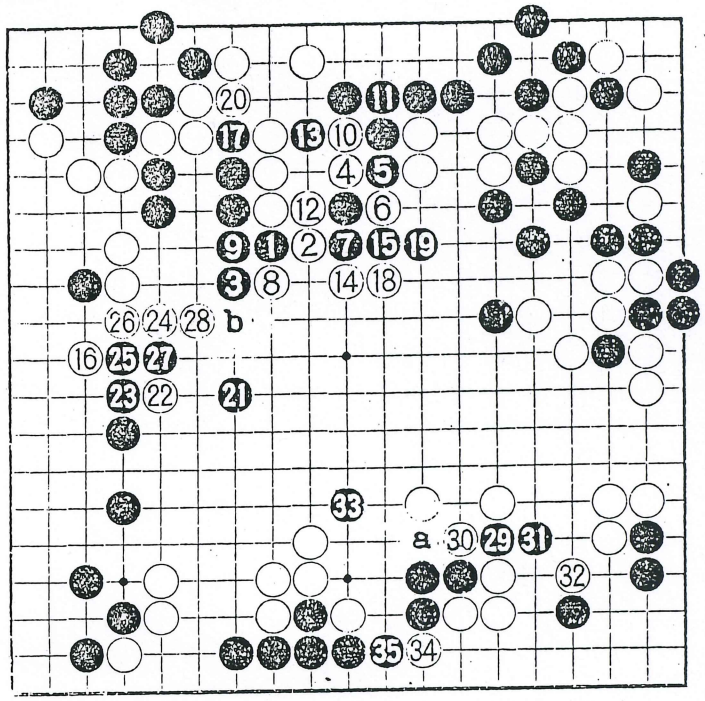
B(47) was an error. Dia. G: B(1)-(5) is one play behind.

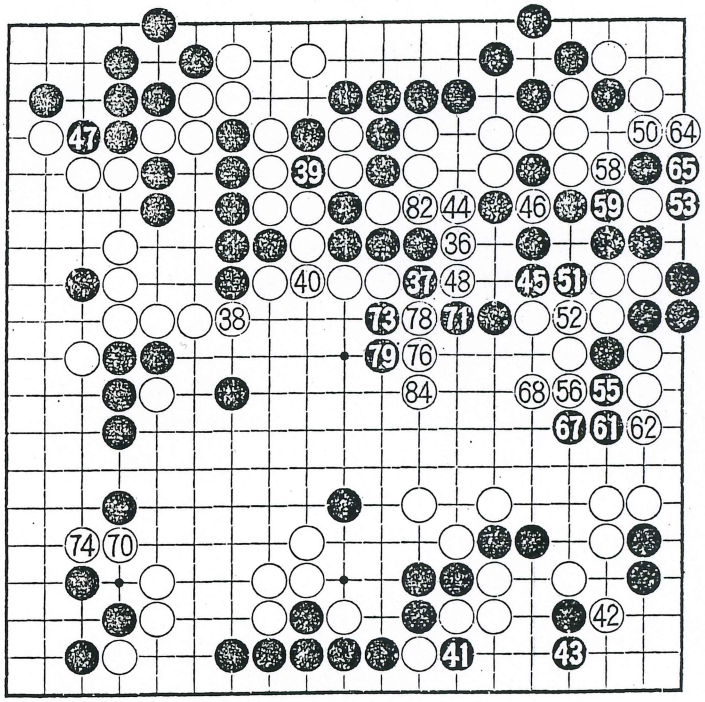
W(48), putting W in a position of attacking while fighting the ko, clearly gives W the advantage and the game.

B(49), W(54), B(57), W(60), B(63), W(66), B(69), W(72), B(75), take ko.

B(77) fills ko.

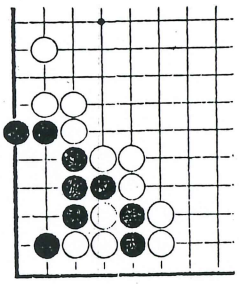
W(80) pitches to the right of (39), B(81) captures it. B(83) fills. B concedes after W(84).





NEW PROBLEM:

W to play and ko fight .....



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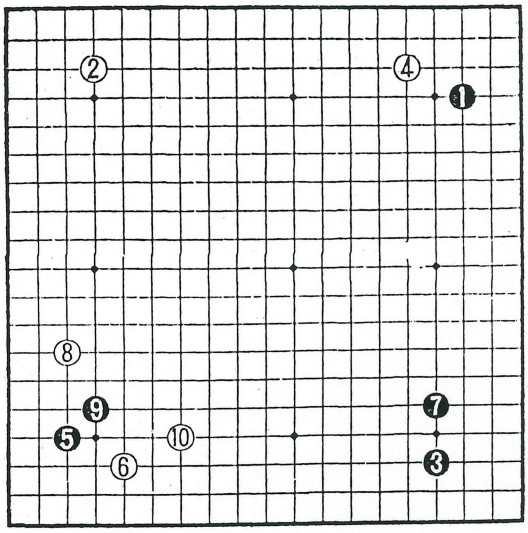
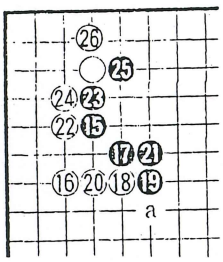
OPENING STUDIES: Maeda(W) vs S.Hashimoto(B)



W(8) is a variation. It prods B(9) and gets W(10). Aside from this extra manuever W still aims at counteracting the B(3)(7) force.

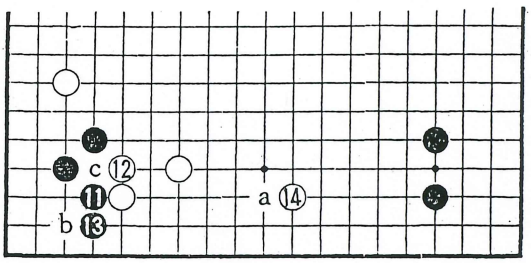
B(11)(13) is a standard manuever to establish the safety of this corner before attacking. W gets the (14) extension. B(11) at a is not valid because W plays at b and attacks this B group by taking away its base. B(13) at a also runs into trouble if W continues with c.

If we compare this W formation through (14) with a simple extension at a with W(9), it would be difficult to say which is better.

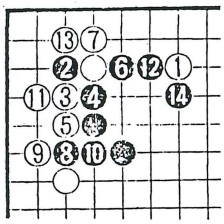


B(15), approaching this one remaining corner, is correct.

B(17) is the form response to the W(16) pincer and prevents a play at (22). W(18)(20) prepares for a play at (22).

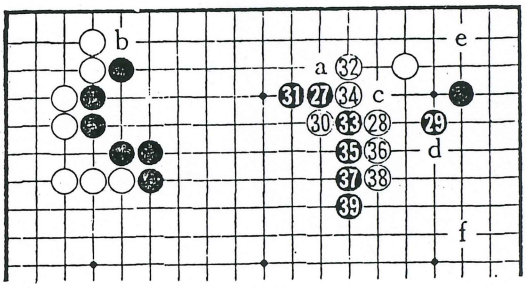


B(21) is good here. The joseki play is to extend out at a and if W later cuts at (21), to give up the B(17)-(25) stones. B(21) is valid because W's turn at a is not of great importance in this game.



Dia. A

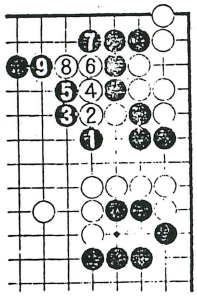
Dia. A: This joseki variation which W could have taken at (18) is recommended because of the dull formation on the left with the W (9) of the lower left corner.



The choice of the high pincer B(27) is correct here because of the open side at b. If B had a stone at b, B would pincer at a and play to create territory.

W(28) goes out of the usual book line. The standard variation is at c, B at d, W at e, and B at f.

W(32) at (34) is also a valid form. B(33) initiates the momentum into the mid game battle.

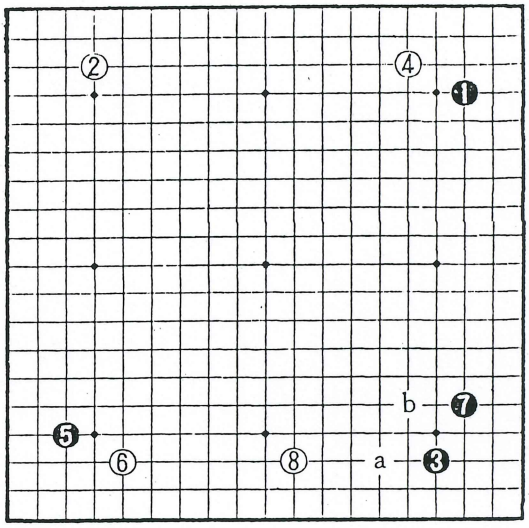


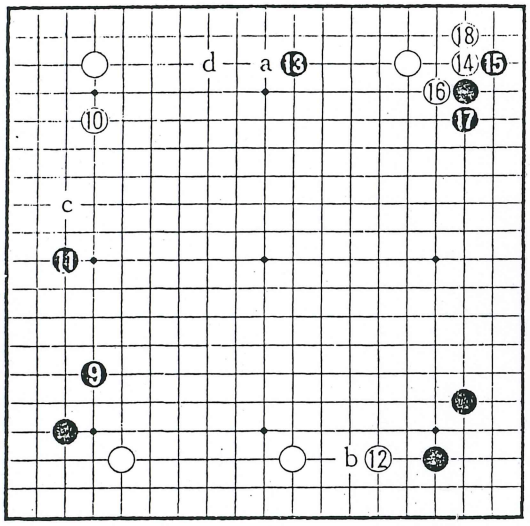
ANSWER TO THE PROBLEM IN THE GO LETTER NO. 4

OPENING STUDIES: Shuho(W) vs Shuyei(B)

This is an example of the B(7) closure.

W(8) extension was chosen because W's continuation at a and next at b are excellent follow ups. These sequence would not be available if B(7) were the high one-skip closure.





The opening positioning continues B(9)(11) in a placid manner.

W(12) at a, B at b, W at c are also correct. But the board gets too clearly defined and this would be a detriment to W who is behind.

W(14)(16) is a standard manuever.

B(17) could also take the variation at (18) in order to get the play at d.

If W(20) at a, B gets the play at b.

B(23) makes this group safe and forces the W(24) response.

B(25) is a calm, positional play. B(25) at (26), forcing W at c, B at d, W at e, sequence, may also be considered.

W(26) therefore protects and B gets to play the last big play in the opening at (27).

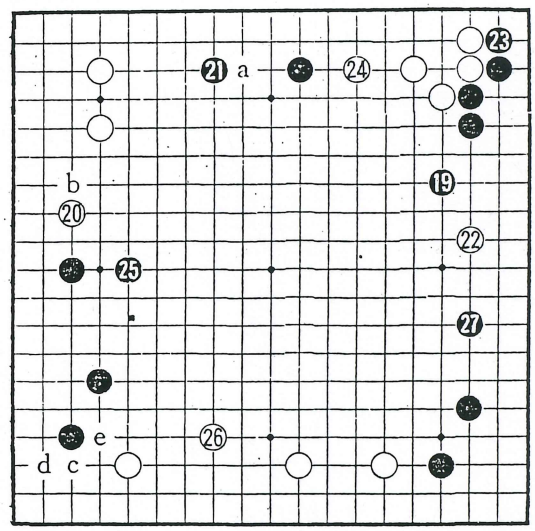
After a peaceful opening, the battle begins with the invasion at B(29).

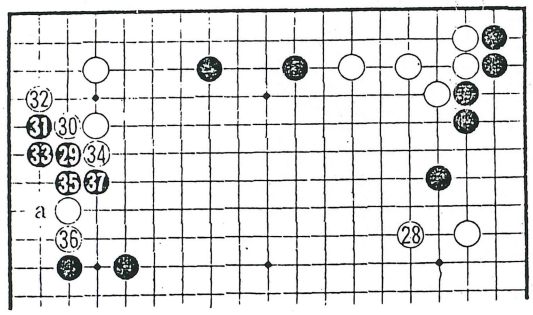
B(35) anticipated W at (37) and B would play at a. If B(35) at a, the chances are W would play elsewhere. W(36) prevents B from having its own way.

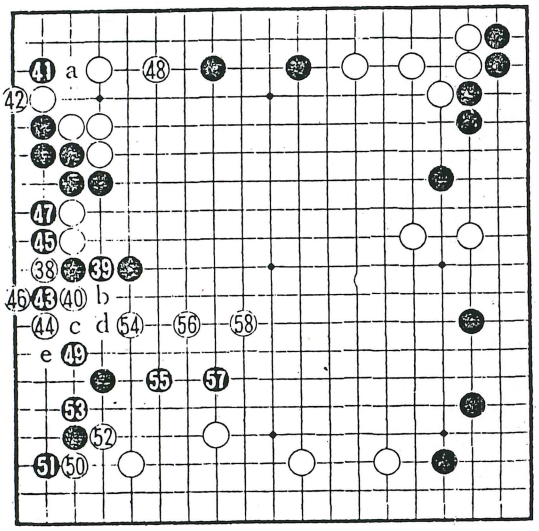
B(43) is correct. B makes safe with (47) and W gains the invasion into this B territory.

W(48) protects against B's play at a.

After B(49), this W group seems to be in danger but W can calmly play W(54) because if B at b, W at c, B at d, W at e and makes two eyes.







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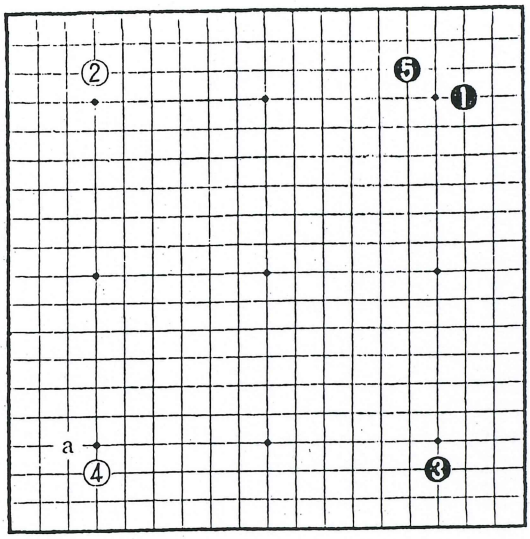
OPENING STUDIES: PARALLEL OPENINGS

Sugiuchi(W) vs Kitani(B) giving 4½ points

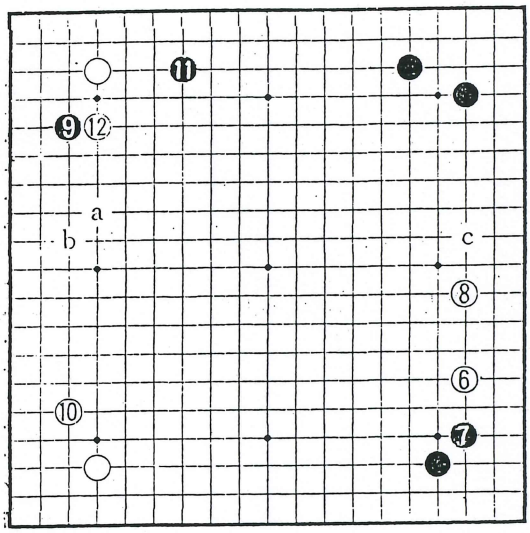


W(4) forms the "parallel" opening with each side occupying two corners on opposing sides. If W(4) at (5), B at a and this forms the (1)(3)(5) of Shusaku's opening.

W(6) is not a direct approach against this corner. This is played, offering B(7) to hold on to the corner, in order to extend out to (8) and thus avoid a B pincer.

B(9) approaching a corner, is correct. Whether it should be at (9) or at (10) is a difficult question in this particular game.

W(10) is unquestionably the last remainning corner play but a more aggressive pincer at a could have been taken.



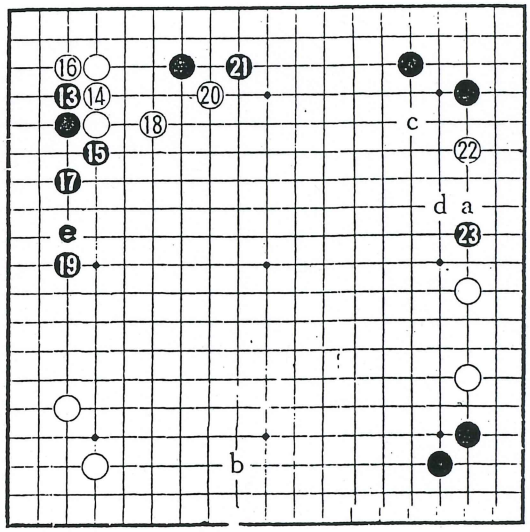
B(11) is a variation. The more commonly played is an extension at b. B(11) followed by an extension at c begins to create a potential that would not be possible on the B(3) side of the board. Going back to B(9), if we must attach a raison d'etre, this explanation might serve this purpose.

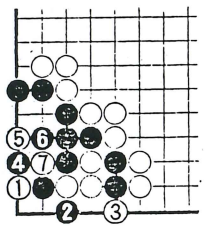
B(13) could also be played at (15) first. It is difficult to say which is better.

B(17) followed by an extension at (19) seems over cautious, but this is a valid precaution against W's play at e.if B(19) is neglected.

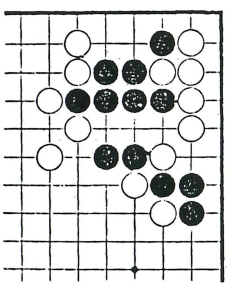
W(22) at a would be sound but since it lacks pressure against B, B would get the last remainning big play at b. W(22) can be followed with a maximum development of this W territory with a play at c. On the other hand, if B at c, W would be satisfied with d.

B(23) chooses to fight with an invasion. The mid-game battle begins.





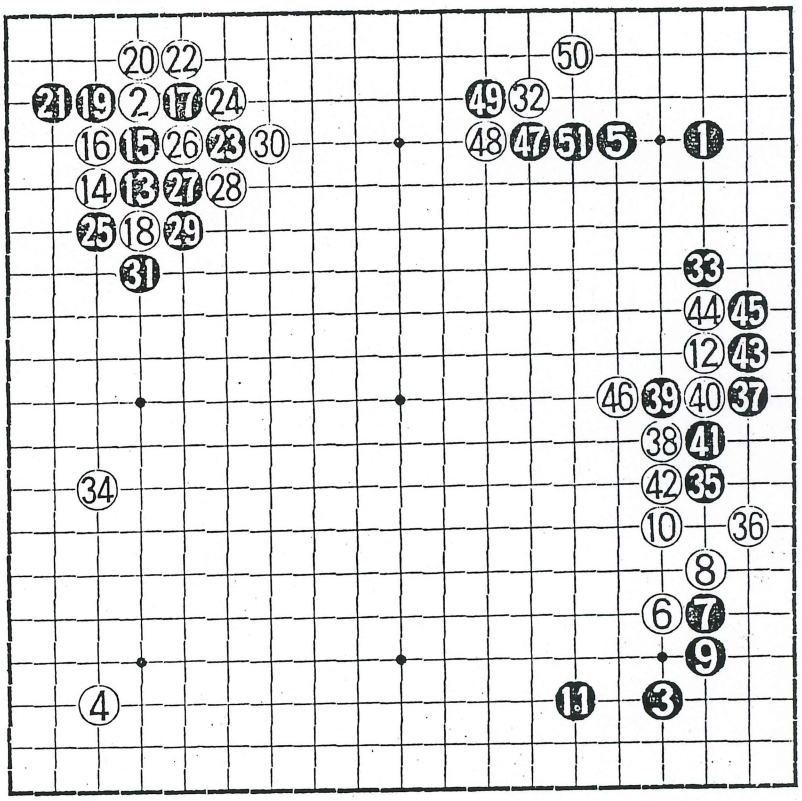
ANSWER TO PROBLEM IN G.L. NO. 5:



NEW PROBLEM:

B to play and capture the two W stones .....

1963 MEIJIN TITLE MATCH - 7 GAMES
SAKATA(W) vs FUJISAWA(giv 5 pts)



The defending champion is Hideyuki Fujisawa, 8th degree.

Sakata won the first game by one point. This is the second.

B(7)-(11) joseki was started by Kitani. The main emphasis is the gain of the corner territory.

W(10) is chosen to get the extension as far out to (12) and thereby counteracting B(1)(5).

W(18) is valid because if B(23) is played at (24), the ladder favors B slightly. But W gains satisfaction in getting W(32). This is especially effective because the B(5) is high.

B(33) is not only important in reenforcing this corner but threatens the invasion at (35). And this aim was of major consideration in the compact B(11) played previously.

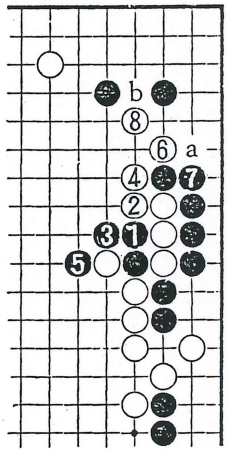
Since W chose (34), B(35) invades. B(37) is excellent tesuji against W(36). If W(38) at (40), B at (41). If W(38) at (43), B at (40).

After (38), the correct play is B(39).

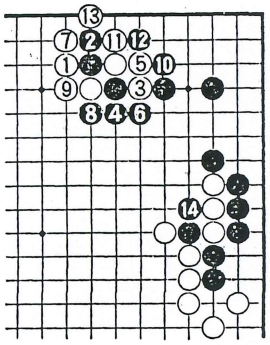
After W(46), B can not attempt to save the B(39) stone because of the sequence in Dia. A: After W(8), B is not able to defend both a and b.

Therefore B(47)(49) is played aiming at a sacrifice play as illustrated in Dia. B. This would be clearly good for B.

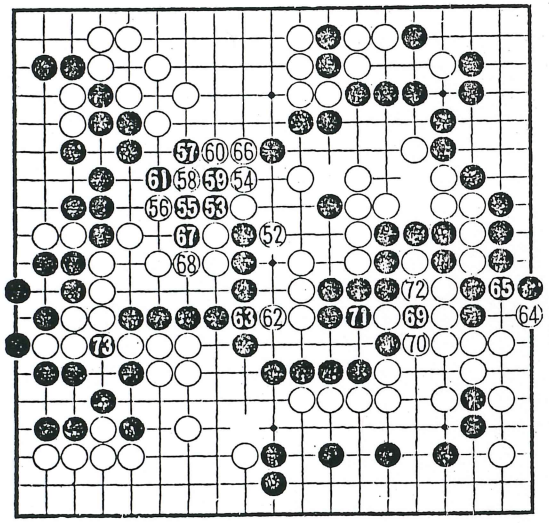
W counters with W(50). B(51) takes the sound line. Although there were other possibilities to fight this situation they are all very difficult. (continued on the back page)

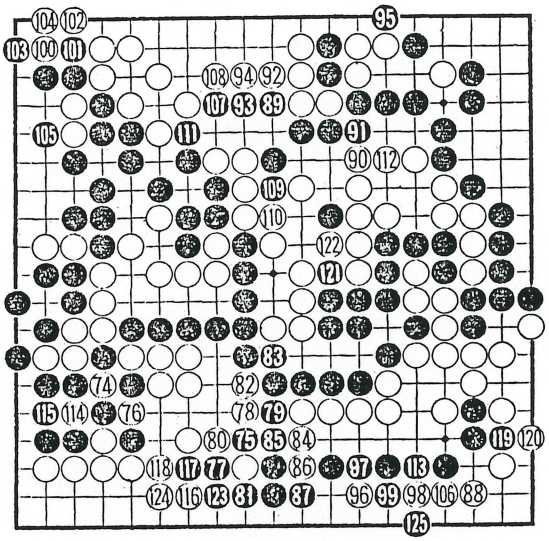


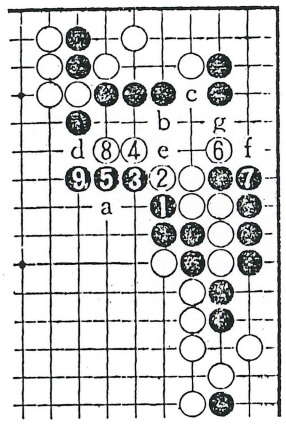
Dia. A



Dia. B







Dia. C

B attempts (57).

W(58) probes how B would defend this corner. Since B(59) was chosen, W pulls out (60).

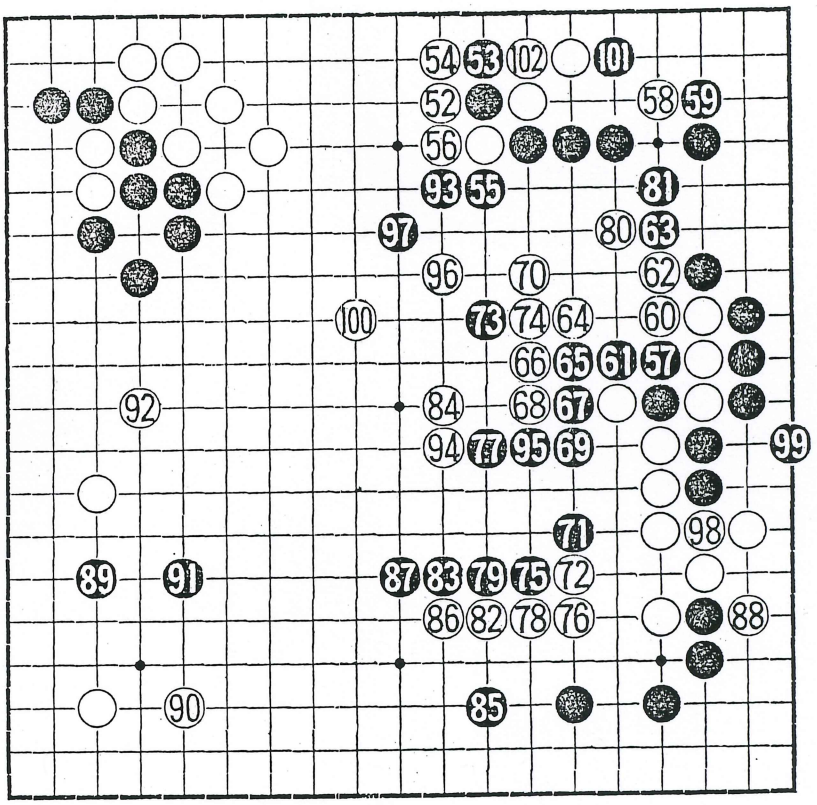
B(63) missed a play to capture this W group. Dia. C: If B(5) at a, W at b and W either escapes out or connects with W (6), B(7), and W at c. After B (9), W loses because if W at d, B at e; if W at e, B at d, W at f, B at g and wins the race.

W(64)-(70) revives W's game.

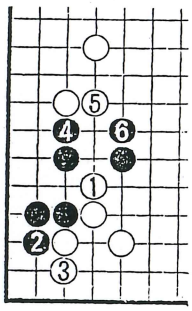
W(72)-(88) manages to dodge B's attack and not only gets out but makes this group safe.

B(89) is a fierce invasion.

W(90)-(100) are played to make the separate W groups safe and thereby edging out the game.



B(3) is an excellent play. If W(4) at (5), B at (4).

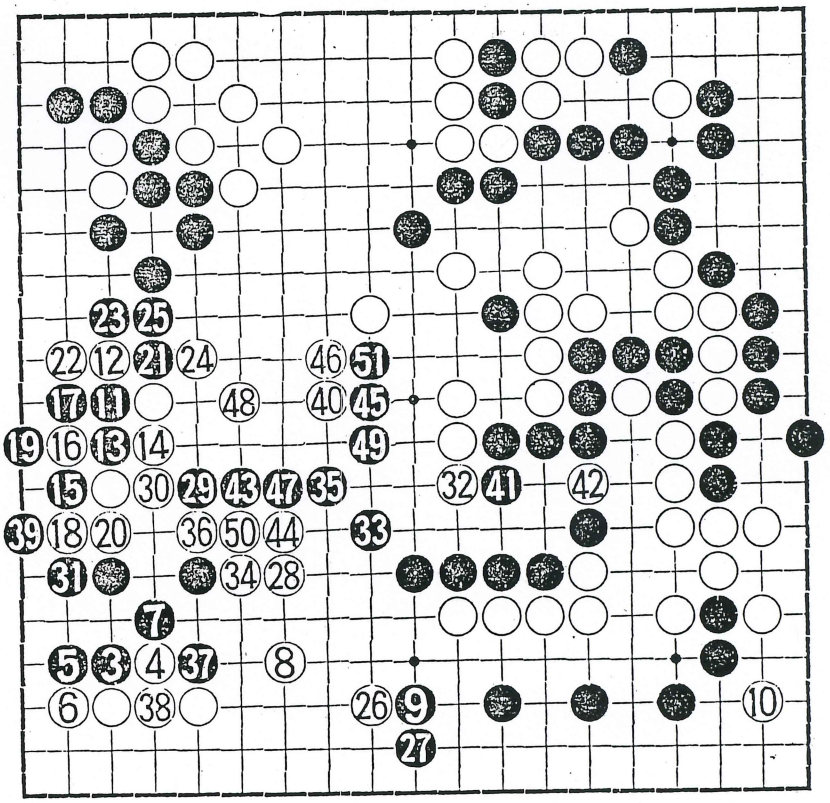


Dia. D

If W(6) follows Dia. D: B gains more than enough in this exchange.

W(10) is a big end game play.

B(11) accelerates to catch up with a jarring punch. And the exchange through B(21) may have given B the edge at this stage of the game.



B(41) should have been at the adjacent point to the right.

B(49) is a painful stumble. B (49) should have gotten in the cut at (50).

(dia. front for the following)

With W(88) and later gainning (96)(98), the game is very close.

The game ends with a jigo. And as agreed ahead of time, that in the event of a tie score W wins, Sakata now pulls ahead with a two game lead.

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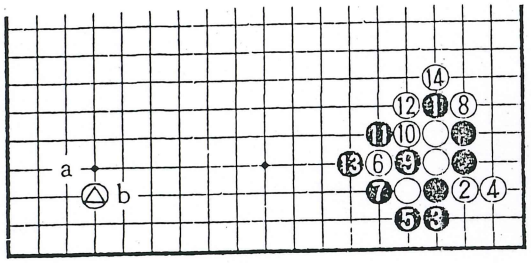
FUSEKI STUDIES: PARALLEL OPENING
KITANI(W) vs GO SEI GEN(B)

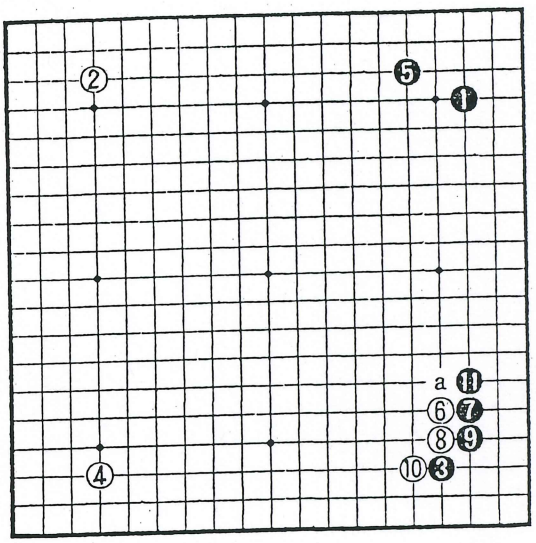
W(8)(10), the "avalanche" joseki, is used here to press B's forces into concentrating on the right side. For an excellent example of W (8) at (11), see the previous issue No. 7.

B(11) at a would be poor in this game.



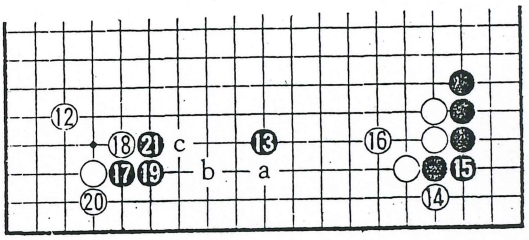
Dia. A

Dia. A: B(1)-W (14) is joseki. This exchange is poor for B in this game because the development of the upper right corner is counteracted and B has no convenient approach to the lower left corner. If the W stone were at a, B at b, would be ideal.



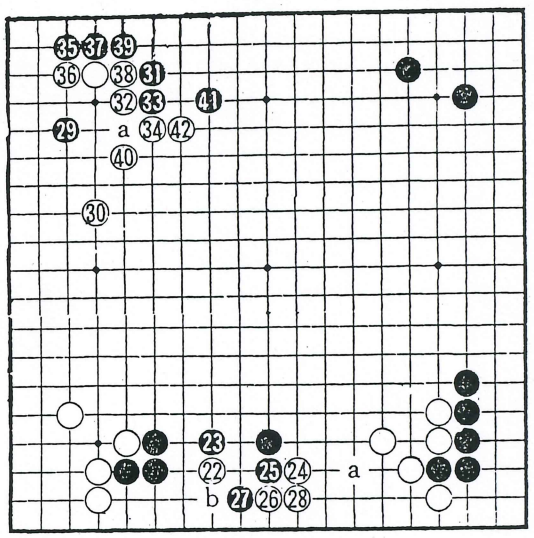
B(13) is an orthodox play. If W had the initiative, W would also play at either (13) or a.

W(14)(16) strengthens this W group. If neglected, B's play is at (14).



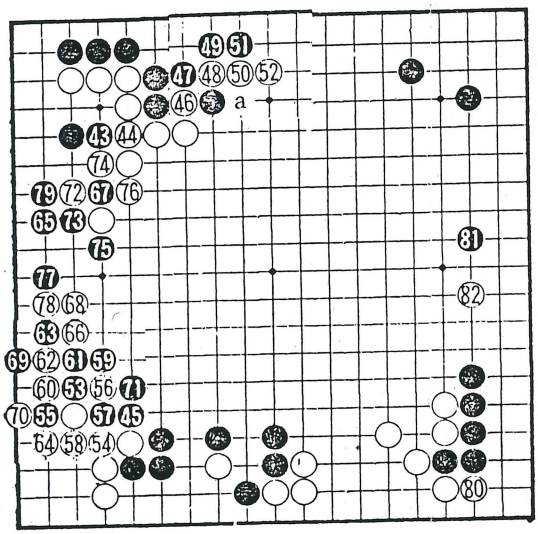
B(17) was played because if played at (19), there is the fear of an invasion at b, and on the other hand, B(17) at c seems too cautious.

W(22) invades! W really wants to prevent B's play at a. W(24)-(28) makes this clear and also leaves a residue of play at b.



B(31) emphasizes the still unresolved and bigger right portion of the board.

W(34) is a new play. The regular joseki is to extend out to a. B(35) is tesuji and would be valid also in the regular joseki where B(34) extends out to a. The exchange through B(41) is more or less even.



B(45) at a was also valid. W extends out to (45) and B has the difficult task of breaking into this W's territory.

Thus W(46)-(52) and B's continuation at (53) are logical and a difficult fight begins.

B(67)-(79) resolves this area.

W(80) is important and deceptively big. It takes away B's base and makes the later W(82) invasion severe because it also attacks the B group on the lower right. It is a battle.

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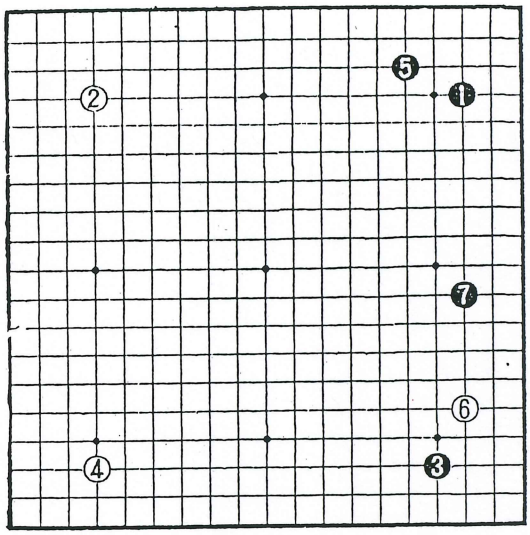
PARALLEL OPENING: FUSEKI STUDIES
U. HASHIMOTO(W) vs H. FUJISAWA(giv 4½ pts komi)

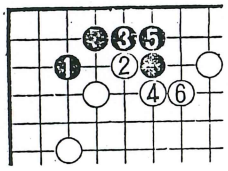


B(7) is the standard pincer-extension employed in this type of situation.

W(8)(10) strengthens the W(6) stone and with this wall threatens to attack the B(7) stone.

After the W(22) closure, B(23) is the remainning corner left to dispute.

W(24) looks odd but it draws B(25) and gets the W(26) pincer and the real reason for all of this is to counteract B's development of the upper right corner.

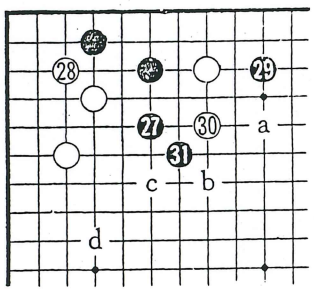


Dia. A

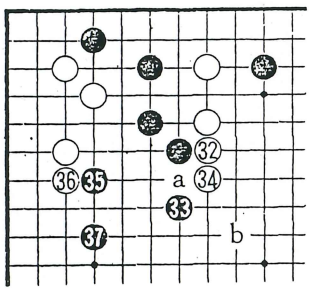
B(27) goes out of the book line to spoil W's plans. Dia. A: B(1) -W(6) is the joseki W wanted.

Thus W(28) gains in the corner but B compensates with B(29).

If B(31) at a, W at b, B at c, and W at d.

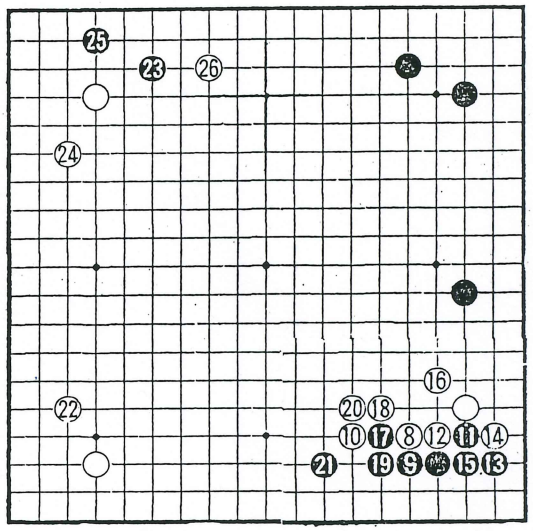


B(35)(37), indirectly, protects the weakness at a. If B(35) at a, W at b, and this would be poor for B because this additional strength increases the capability of the predictable W's invasion in the upper right area. Since the upper left corner of W was the safe small knights defense, this additional strengthenning is negligeable by comparison.

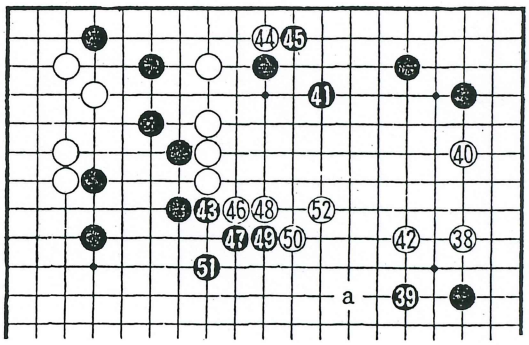


W(38), the invasion.

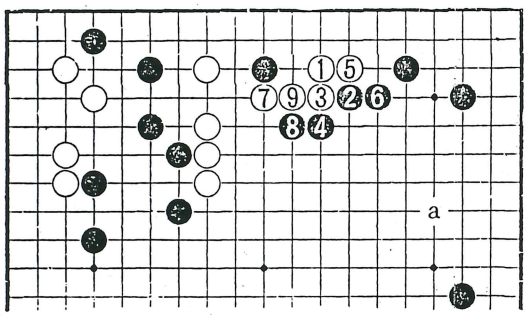
If B(43) at a, W at (47) and B's structure on both sides are flimsy.



After W(52), the game now hinges on the survival of the B(39) stones.



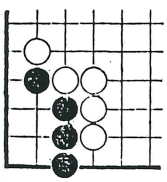
Dia. B: If W(38) invades here at (1), B gives up the single stone and gets to protect at a.



..Dia. B

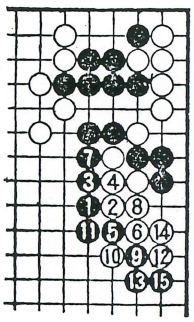
NEW PROBLEM:

B to play and ko ...



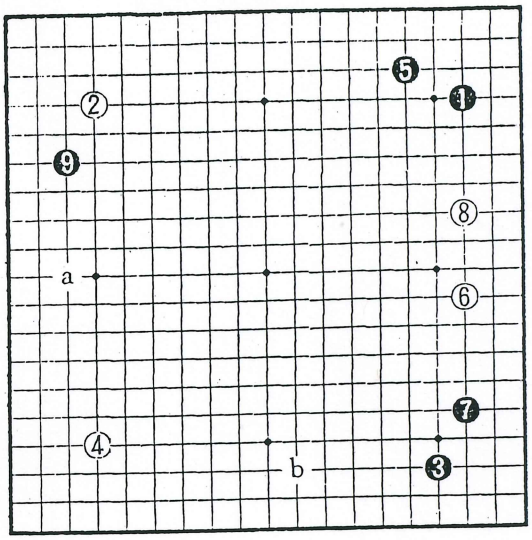
ANSWER TO THE PROBLEM IN THE G.L. NO. 6:

B(1) is the key play.

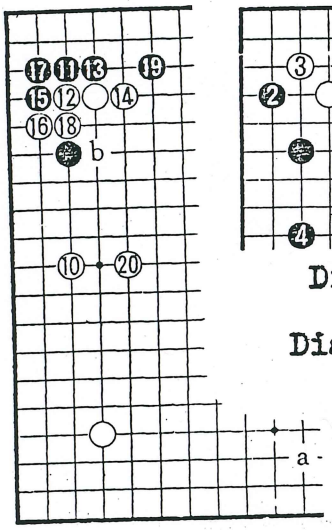


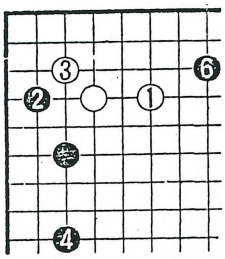
FUSEKI STUDIES: PARALLEL OPENING
H. FUJISAWA(W) vs SAKATA(giving 4½ points)

W(6)(8) avoids the pincer attack and is valid strategy because of the 4½ points komi.
B(9) normally plays at a and W continues b.



If W(10) were played as in Dia. A: This exchange is poor for W because W would like to play (5) at a, but B(6) is too severe an attack to tolerate.

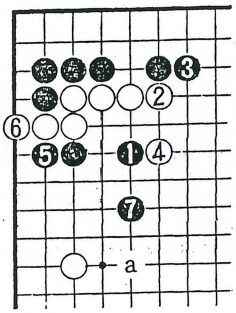


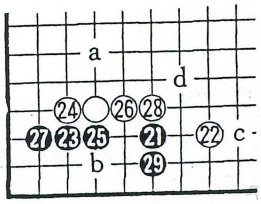


Dia. A

B(11)-(19) is joseki. W(20) at b is the safe play. But W (20) is the maximum play in terms of the whole board.

Dia. B:Without W(20) at a, B(1)-(7) not only escapes but reverses the situation by being in position to attack.

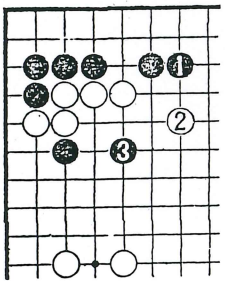




Dia. B

W(22) at a would lead to B at b, W at (23), B at c, and this type of concentration of forces to build one huge territory is normally poor.

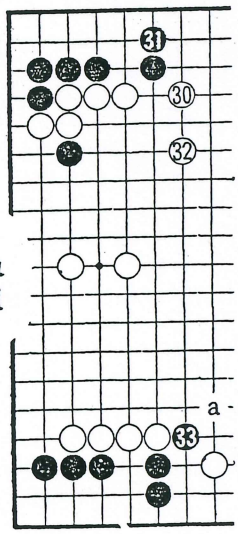
B(27) leaves an end game play to jump into W's territory. B(27) at (29) is answered by W at d, and in this case it would be poor for B.



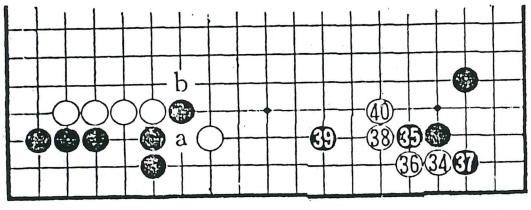
Dia. A

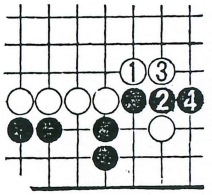
W(30) normally completes the lower position with a. Dia. C: But B(1) is the good play and if W(2), B(3) can not be stopped.

Thus, W completes the upper position with (30)(32) and B(33) challenges this neglected weakness.



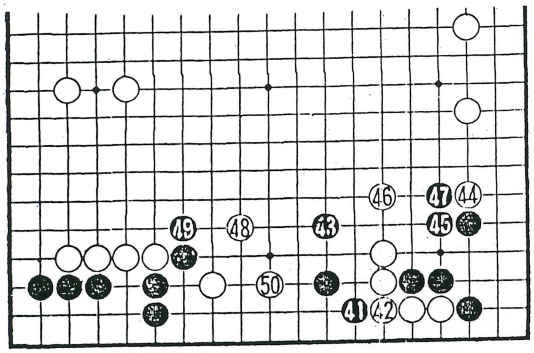
To resolve this difficult situation, W first probes B's answer to (34). To make a direct cut at a, means B would play at b and extend into W's territory. Dia. D: W(1)(3) is a simple way out but concedes too much to B.





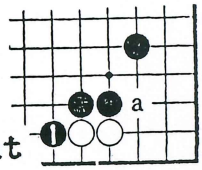
Dia. D

W(36) continues to probe B's response. Dia. E: If B(1), W now makes the exchange as in Dia. D because W is left with a play at a to live.



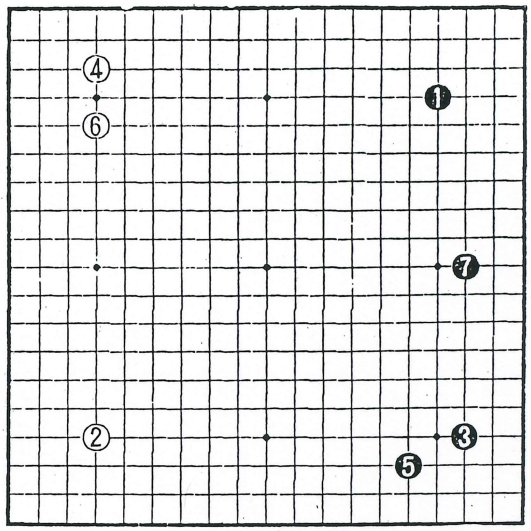
B(37) counters. And with B (39)-(43) continues the attack.

After B(47), W has no choice but to fight by pulling out at (48).



Dia. E

FUSEKI STUDIES: PARALLEL OPENING
SAKATA(W) vs H. FUJISAWA(giv 4½ pts komi)



W(6) starts a paced game. This type of holding back is possible because of the 4½ points.

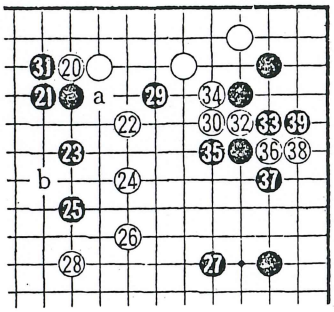
B(7) is the best play and therefore, W(6) is normally played immediately in this area.

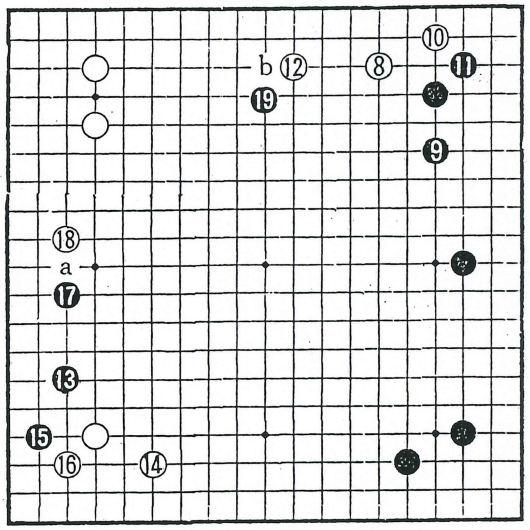
W(8) begins to step up the pace. W(8) at a, B at b, would be too leisurely a pace.

After W completes the (8)-(12) joseki, B(13) attacks the remainning unresolved corner.

W(18) completes the initial positioning of stones. B(19) begins the mid game with a diminishing play to prevent further enlargement of this upper right W quadrant.

W(20)(22) is the correct continuation. To push at a would be poor considering that the original W's spacing was not wide. B(23) could have taken the lighter form at b, and when W at (24), B at (27).

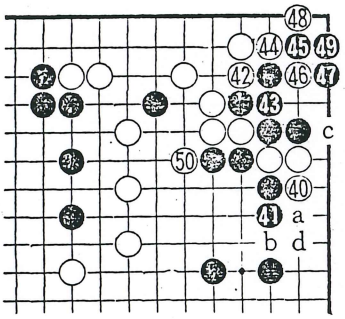




After W(26), B(27) is correct in reenforcing its major potential area. To continue B at (28) would give W the opportunity to break into B's formation.

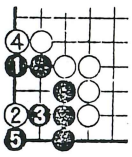
W(28) is an important center controlling play.

B(29) is tesuji against this formation. W(30) fights back. B(31) threatens to push through at a and at the same time strengthens this center B group. W(32)(34) protects against B's play at a.



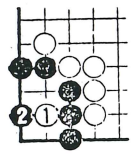
W(36)(38) is sacrifice tactics.

After W(40), W(42)(44) begins to collect on the sacrifice stones. W(46) is deft. B(49) can not capture because it would leave a ko threat at (49). Now, W gets (50) with sente! If neglected, W at a, B at b, W at c, and captures the corner. And if after W at a, B at d, the two B stones in the center gets captured.



ANSWER TO PROBLEM:

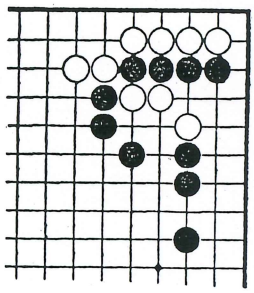
B(1) is the correct play gets a ko fight to live.



W(1) allows B(2) and lives out right.

TESUJI PROBLEM:

B to play .....

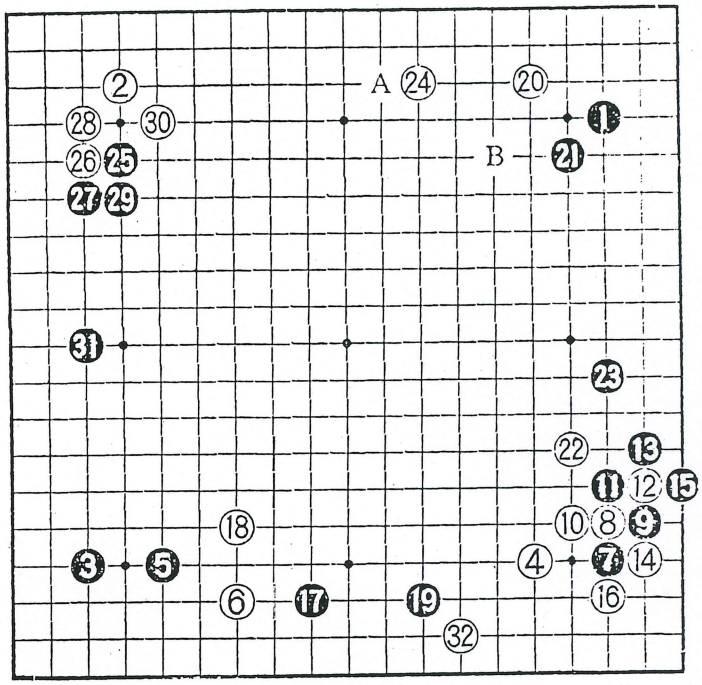


GANJO(W) vs CHITOKU 1788

After the era of rivalry between Yasui Senchi and Honinbo Retsugen, a new period of competition began with Ganjo representing the House of Honinbo and Chitoku, the House of Yasui. This life time rivalry of 77 match games ended roughly in a draw. They were the best of personal friends. Since they both felt that the position of Meijin was bestowed only by the will of the heavens, none of the ugliness of fighting for this position existed between them.

Their games are fascinating because of a clear contrast in style. Ganjo had an aggressive, high handed style, while Chitoku had an unassuming style that hid an amazing talent to weather difficult situations.

This game which follows marks the first game between these two masters.



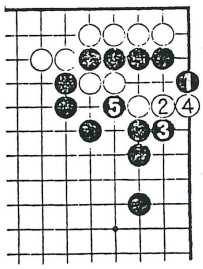
Ganjo was 14 and Chitoku was 13 years old.

W(6) has verve but the normal play would be at (20).

B(7) followed by the exchange through W(16) gains sente for B. Thus B was able to outmanuever W with B(17)(19).

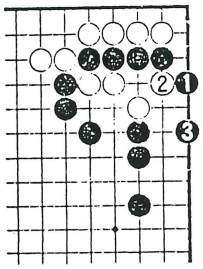
If W(24) was played at (26), B would have pincered at A.

W(32) attacked, but in terms of the whole board positioning, W at B would have been better.

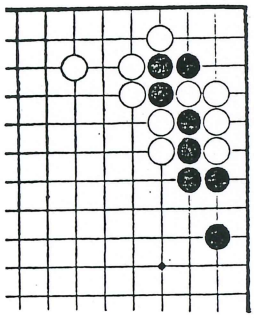


ANSWER TO THE TESUJI PROBLEM IN #9

B(1) is the key play. If W(2), B(3), and then B(5) wins for B.



If W(2), B(2) connects out to safety.



NEW PROBLEM:

B to play and win ...

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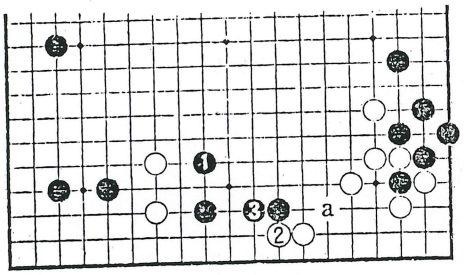
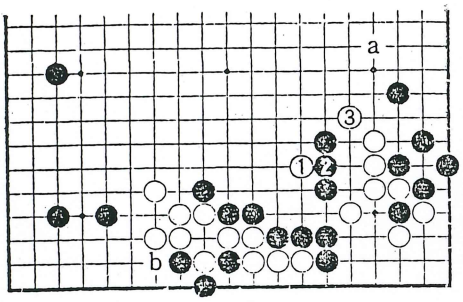
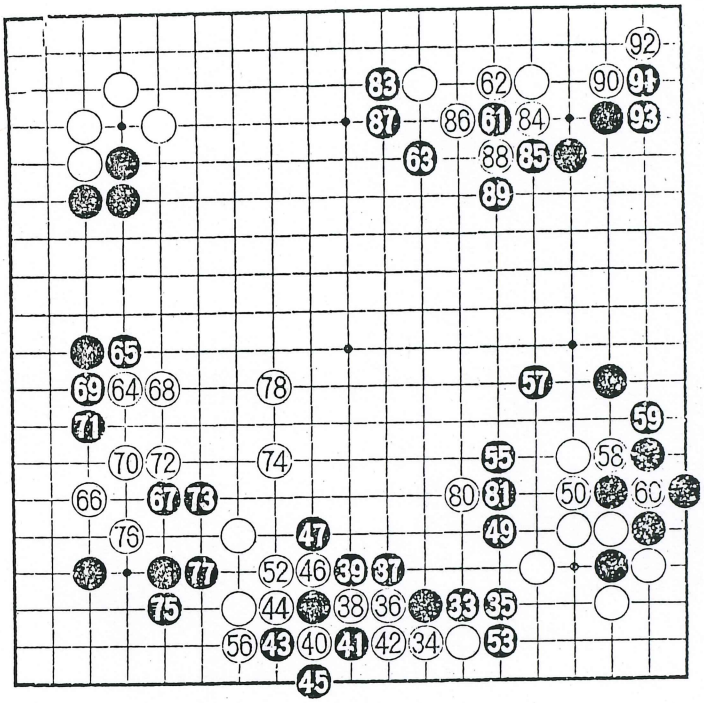


Dia. A



Dia. B

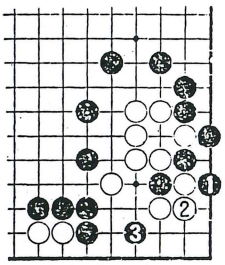
B(33) starts a jostle where neither side steps back. Dia. A: A mature master would probably play at (1), threatening the two W stones and wait for an opportunity to dig into W at a. After B(35), W(36), both sides are swept by momentum into the ko fight.



B(47)(49) are excellent examples of calm gains made while fighting a heated ko. This is astonishing for a youth of thirteen!

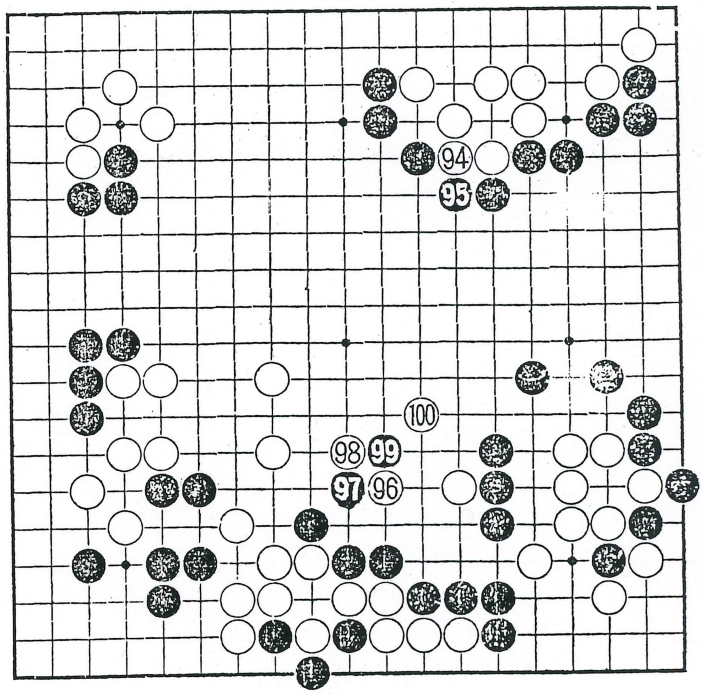
W(48), B(51), W(54), take ko.

W(56) questionable.

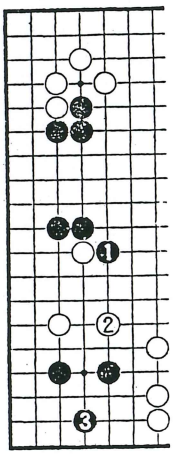


Dia. C

Dia. B: After W(1), W should come out with (3). B would probably answer at a. And so there would have been time enough after that to play at b.



B(59) threatens to kill the W corner with a ko as in Dia. C. If B(59) fills at (60), W would answer to protect the corner. But B's structure on the upper right is less sound.

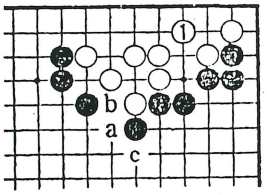


Dia. D

B's game begins to show an edge over W with B(61)(63).

B(67) was better at (68) as in Dia. D: if W(2), B(3) makes this corner safe. B(67) structure is unpleasent because of the W(76) threat.

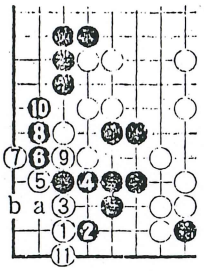
B(79) takes the W(60) ko. W(82) takes back.



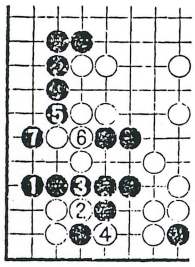
Dia. E

W(94) should be played as in Dia. E: After making safe with W(1), W now threatens to turn out at a, B at b, W at c. This serves to gain entry into this growing B's territory.

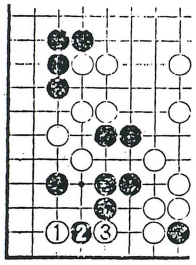
Realizing that W is behind, W(96) starts to take drastic action to reverse the tide. (to be continued)



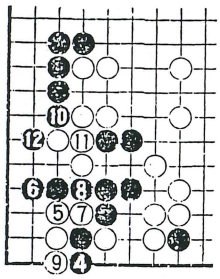
Dia. F



Dia. G



Dia. H



Dia. I

B(13)(15) clinches this fight and W now clearly has a lost game. W(20) now goes after this corner B group. W(20) at A has a number of difficult variations. Dia. F: If W (1), B(2) is about the only defense. If after W(3) B(4), the sequence through W(11) is a ko fight with B at a, W at b.

Dia. G: B(1) resolves this difficulty by giving up the corner and saving the bulk of the B group. B is still amply ahead.

Dia. H: W(3) is a technique. But again if B gives up the corner as in Dia. I: this danger is resolved.

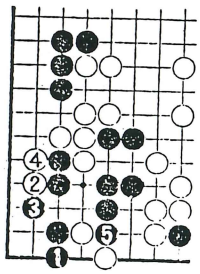
B(25) was questionable because it involved the upper left group of B.

Dia. J: B(1) is the good play. W(2), a sharp suji, but B(5) makes this group safe without damaging the upper left.

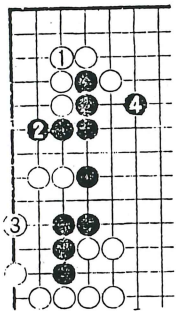
W(38)(40) now shifts the attack to this group.

B(41) is the correct play. Dia. K & L shows B's resolution if W makes the orthodox responses. W(11) pitches in Dia. L.

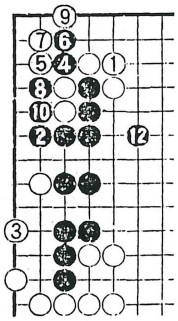
B's survival of W's desparate onslaught was beautifully done beginning with B(43). B concedes after B(93).



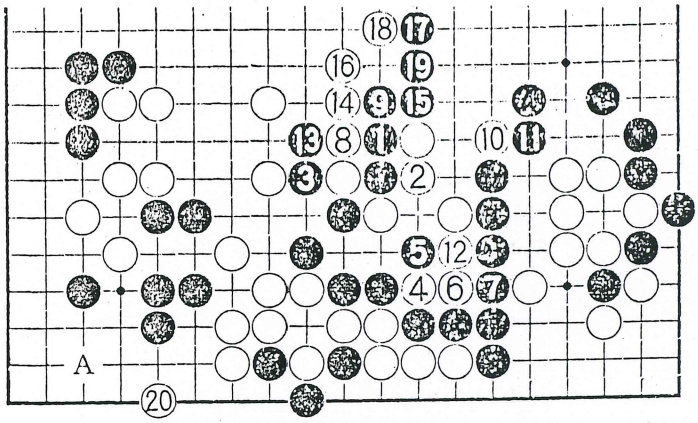
Dia. J

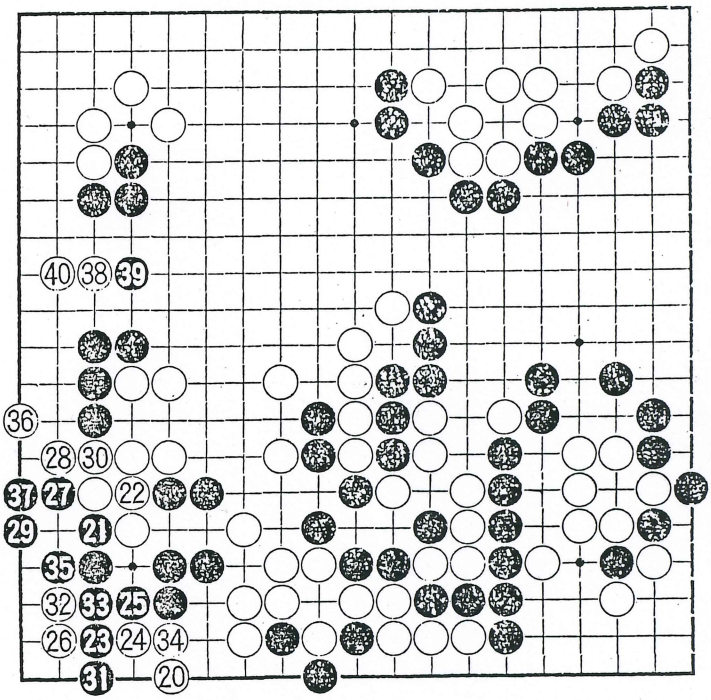


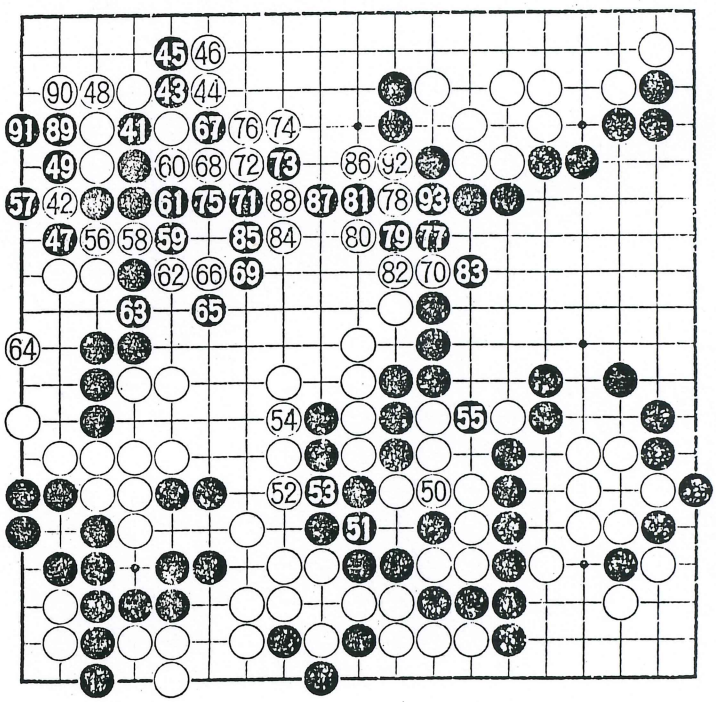
Dia. k



Dia. L

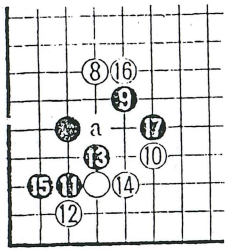




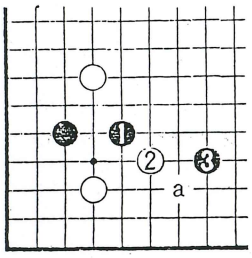


PARALLEL OPENINGS: H. FUJISAWA(W) vs SAKATA

W(6), playing about the center of the side, is the orthodox thinking when both upper and lower B corners are complete. B(3), the star opening, along with the 3-3 opening, are considered one stone corners. The B(1), low point opening, is considered as a two stone corner opening. W(6) may also be played at a. But b is not valid because B at (6) becomes too good for B.



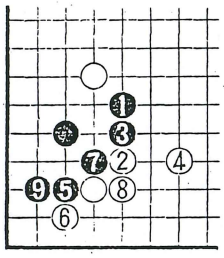
W(8) has no special significance here except that it is a fairly new pincer and therefore forces both players into unexplored lines of play.



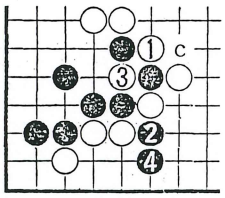
Dia. A

B(9) is a variation intending to settle in the corner. If after W(8), B neglects this corner, W at a is very good for W.

B(17) is the correct form.



Dia. B



Dia. C

Dia. A: B(1) in combination with B (3) is a fighting variation. Of course, W(2) may play the more conservative play at a. In which case B may pincer the upper W stone or leave this area of play.

Dia. B: W(2) is another joseki variation.

W(20) is correct. Dia. C: W(1) is tempting to play but B plays for the exchange instead of filling at (3). B's gain is bigger.

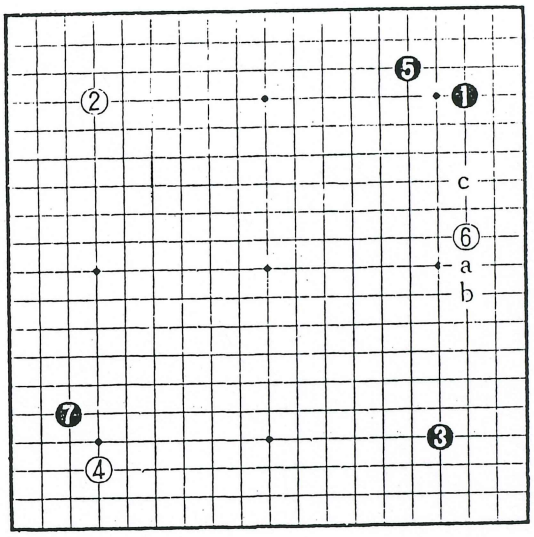
B(23) is correct. B must not allow W at a.

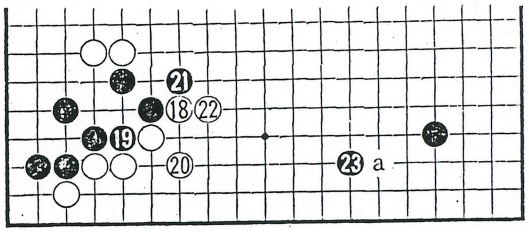
W(26) chooses the more difficult line. W (26) at a, B at (26), W at b, B at c are normal lines of play but it lacks strategic play on the part of W.

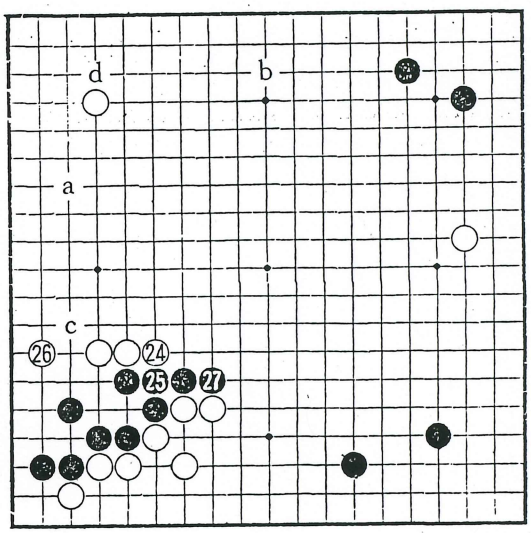
B(27) strengthens this B group and prepares for an invasion.

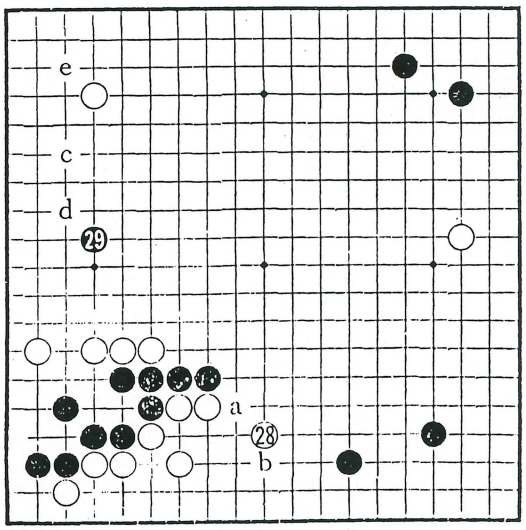
W(28) good play. If played at a, it allows B at b. If W plays low at b, B turns at a.

B(29) invades leaving a lot of elbow room for safety sake. It is also conceivable for B(29) to play at c, W at d, and B jumps into the corner at e, for an exchange.







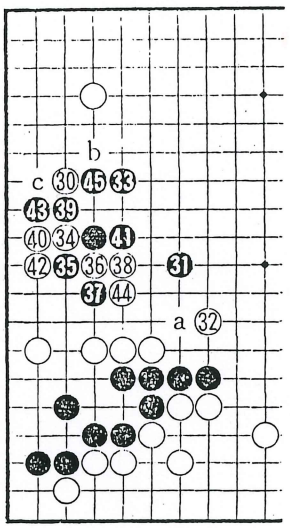


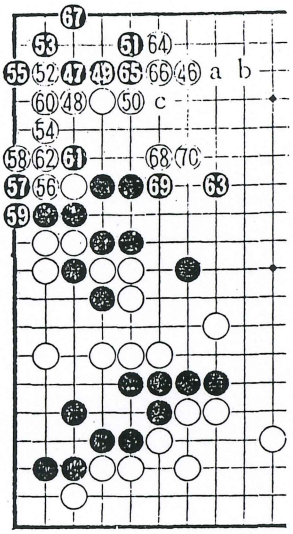
CONTINUATION: FUJISAWA(W) vs SAKATA

W(32) at (33) is tempting, but B(37) and if W(32), B at a.

W(34) seeks to resolve this situation with a threat to connect. W(34) at b is very weak.

B(37) is an important sequence. If B (39)(41) is played without B(37), W(42), B(43), and W would continue with c.





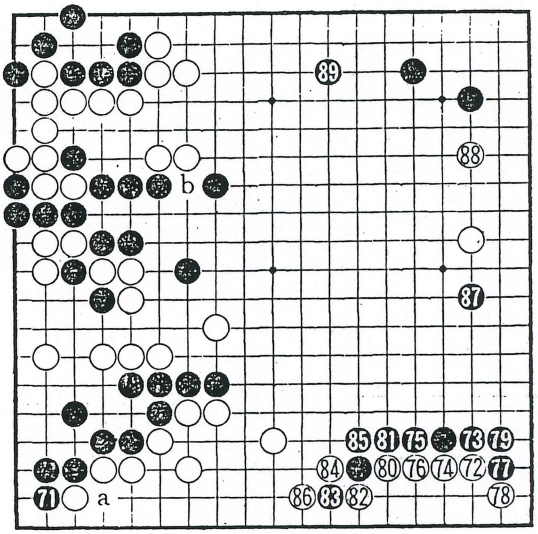
If W(46) at (66), B at a. Since W(46) is the big knight's corner, if B at b, it would be worthwhile for W to get the W(56)exchange and close the corner at (49). Therefore B(47) is a must.

W(64)(66) is the correct technique here. W(68) attacks and protects c.

B(71) important. This assures the safety of this B group, leaves a big end game gain at a and simplifies the problem of the safety of the single B group in the center. W at b is not an immediate threat.

W(72) is the biggest play on the board.

B(77) followed by the sacrifice of B(83) is played in order to get B(87) and (89).



PARALLEL OPENING: U. HASHIMOTO(W) vs KAJIWARA

W(2) was a favorite opening of Shusai and was played to prevent Shusaku's (1)(3)(5).

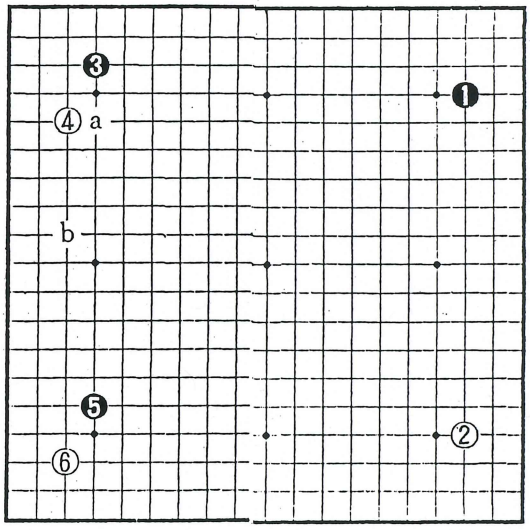
If W(4) is played in the lower left corner, B would close the corner at (4) or at a.

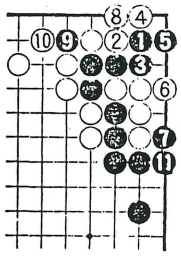
B(5) seeks to get the pincer at b.

Dia. A: If W plays the normal entry at (1), B(2) is the ideal pincer-extension.

Dia. B: B continues with either B(1)(3) or play at a to emphasize the outside.

W(6) was chosen to counteract B's plans.



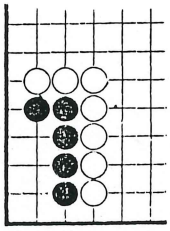


ANSWER TO PROBLEM IN #10

B(1) is the superb play that gives B a one liberty advantage to win this semeai.

NEW PROBLEM:

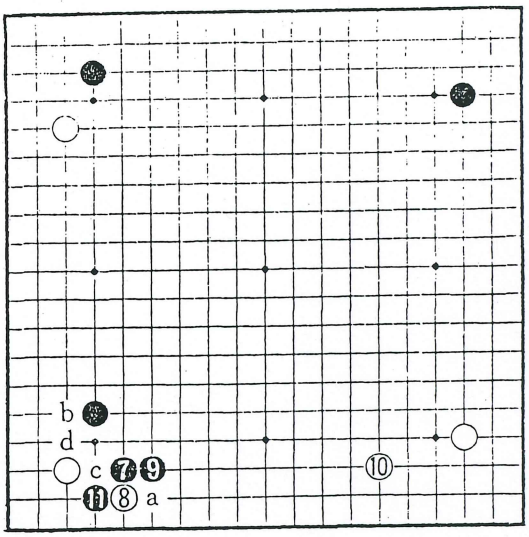
W to play .. and create a position known as a ko of ten thousand years duration.



W(8) is a joseki variation. If B(9) at a, W's continuation is at b.

W(10) deemphasizes the local situation in the lower left corner for the whole board consideration.

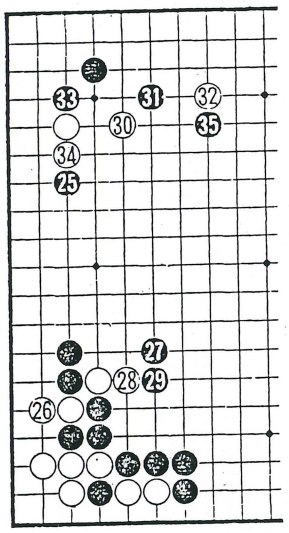
If B(11) at c, W would extend out to d.



W(12)(14) is the correct resolution for W.

If B(15) at a, W at b, B at (15), W at c, and lives. B's choice through B(23) is better and locally speaking makes a tremendous gain on the outside.

But W gets the initiative to play at (24) and along with the previously played W(10), has made ample compensation for the loss suffered in the lower left corner.

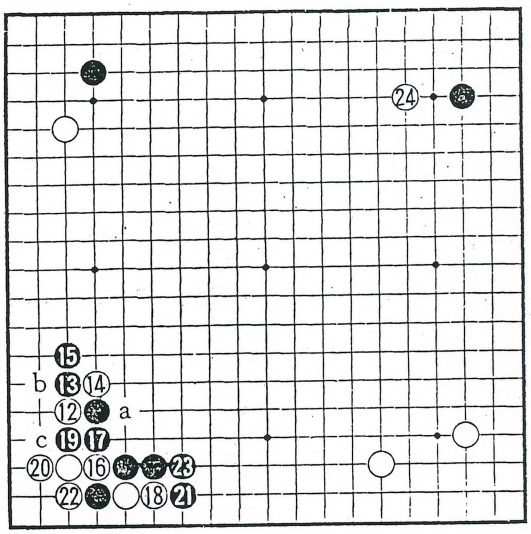


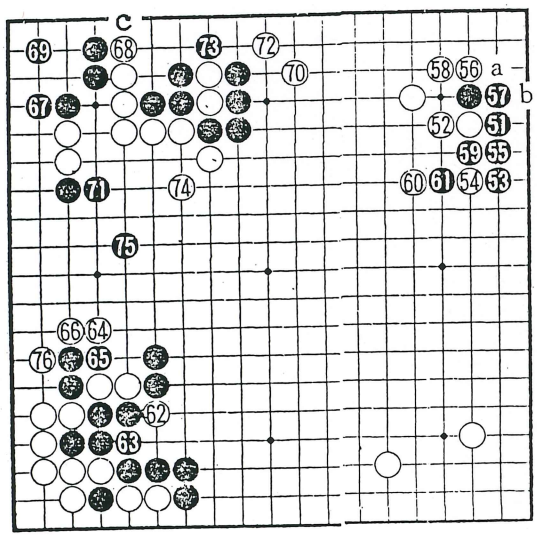
B(25) pincer is the correct choice in this situation. B should take the maximum extention from the very strong lower left group.

W(26) tests B's response. Since B responded with (27), W gets the (28), B(29) exchange and W knows that he can utilize these sacrifice stones in many ways later.

W(30)(32) is a very aggressive line of play.

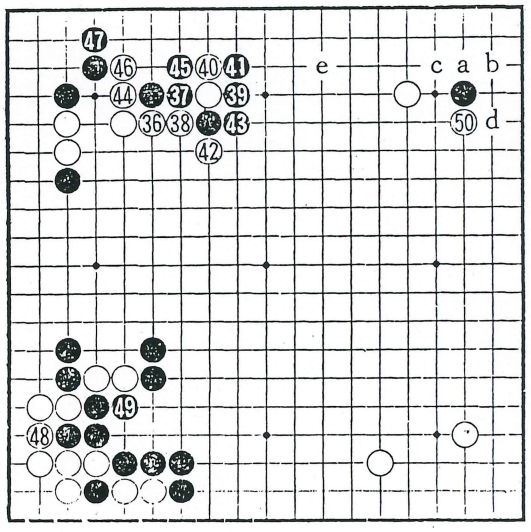
B counters with (33)(35) and this fight looks favorable for B in that this is B's area of strength.





W(36)(38) is the best line to get out of this difficult situation.

W(44)(46) is a gain but not enough to offset the loss of two stones.

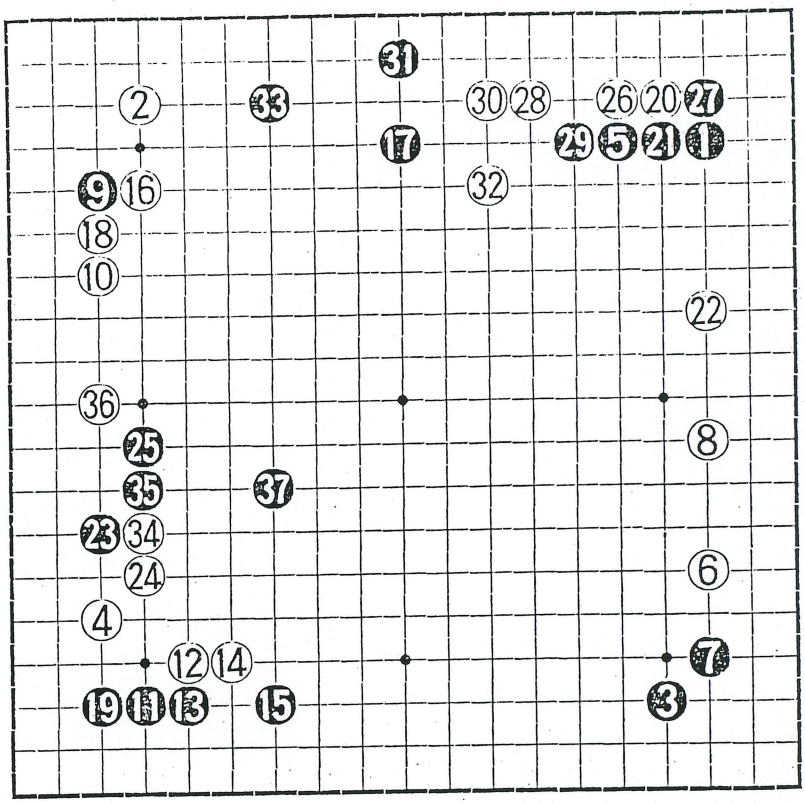


W(50) is the correct side. To play at a, B at b, W at c, B at d is poor because W must now extend out to e, which is wrong in principle; it approaches a strong B wall.

B(53) was played to avoid the normal B at (59), W at (57), B at a, W at (55), B at b, and W at (54), because W(62) serves to catch this B stone in a ladder.

B(69) is necessary because W at c threatens both the corner and at (73).

1963 MEIJIN MATCH - Sixth Game
SAKATA(W) vs FUJISAWA(giv 5pts)



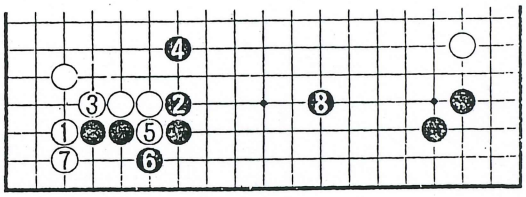
After losing the first two games, Fujisawa amazed everyone with a three games winning streak. If Sakata loses this game, he would not only lose this series, but his eminent record as the top player of today would vanish in an instant with the appalling smear of losing four games in a row.

With the W(2)(4) opening, a glimpes of this inner conflict is given. Sakata abandons his favorite 3-3 opening.

W(6)(8), avoiding abrupt and decisive battles, implies a cautious opening.

B(17) abandons B(9) to avoid a fight in W's area of strength.

B(19) is an excellent example of a quiet play which stresses the importance of the corners and also illustrates, with the invasion at B (23), its threat value. An ideal play combines gain of territory with an attack. B(19), could also have been played extending out from B(1)(5) and pincering the W(6)(8) stones at the point one-skip from W(8). Dia. A: W would take this corner. This is also valid but would lead into an entirely different game.



Dia. A

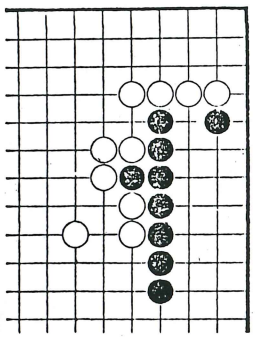
W(20) investigates how B would respond. If B(21) was played at (26), W would play at (35).

B(23)(25) gets foothold into this W's area by virtue of the previously played B(19).

W(26) equates the B(23) invasion.

W(30) was the first serious stumble. W's structure is ponderous and yet still not stable. The better play would have been at (31). W is of course prepared to give up the W(20)(26) stones.

B(37) is an excellent play. The opening favors B.



NEW TESUJI PROBLEM:

B to play ...

This is an end game tesuji on how B should continue on the upper right.

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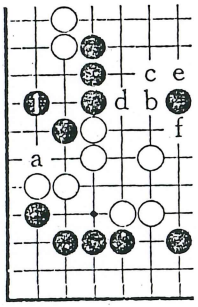
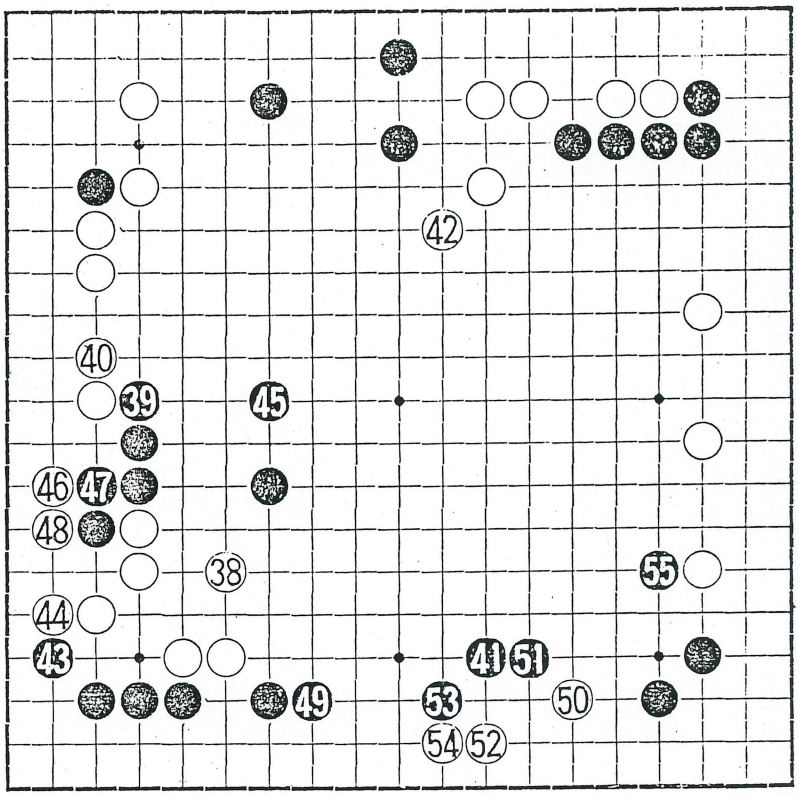
W(38) and W(45) are living examples of "patience".

As a result of the gains made up to now, B makes a slack play at B(45); "soft", not maximum. B(45) should be played at B(1) as in Dia. B: W would most likely continue at b, B at c, W at d, B at e and W at f. But this structure prevents W from connecting with W(46)(48). In addition, after B(1), B at a, assures B an "eye" with sente.



Dia. B

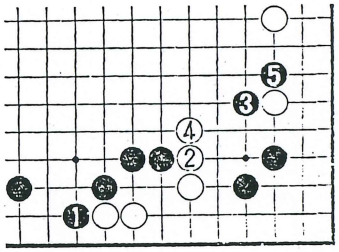
B(49) becomes necessary to prevent W from invading into this territory. Thus again illustrating the value of W(46)(48), not only in terms of the 10 points gained, but the threat value of the now safe W(38) group.



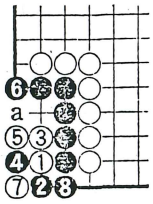
W(50) invades anyway! Sakata has once said jokingly that he does not feel right unless he has done something exciting in the course of a game. This "maximum" effort is characteristic.

B(51) implies a continuation such as in Dia. C. W(54) is necessary when the sequence in Dia. D is visualized. If W(54) was not played previous to this sequence through W(15), B captures the W group by continuing at the W(54) point.

B varies with (55).

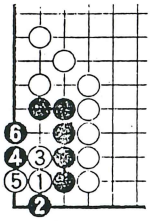

Dia. C

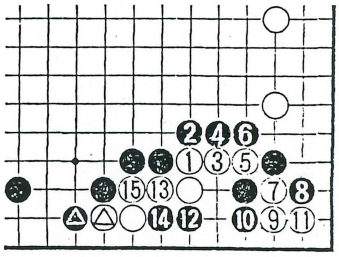
ANSWER TO THE PROBLEM IN #12



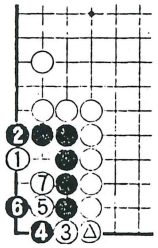
B(6) complets the "ten thousand years" ko. After B(8), if W fills at (4), it is a seki. B(6) at a is a ko.

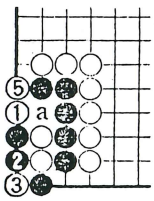
With one liberty open, B can play for a seki with B(4)(6).




Dia. D

With the additional W stone on the lower right, W(7) kills this B group.



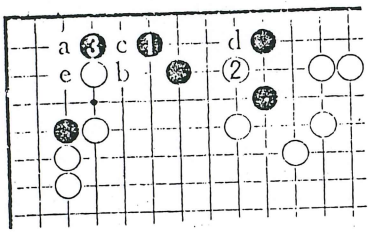


With all of the outside liberties closed, W(1)-(5),B(4) takes back at (2), kills this B group because after W(5), B can not play at a.

SAKATA(W) vs FUJISAWA(CONTINUED)

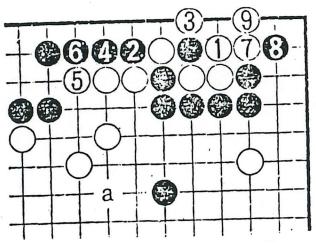
With W(56), this exchange not only favors W, but perhaps puts W in the lead.

B(61) was poor. Dia. E: B(1) was the preferred play.



Dia. E

If W(2), B(3). And if followed by W at a, B at b. Or if instead of W at a, W plays at b, B at c and gets either the play at e or d.

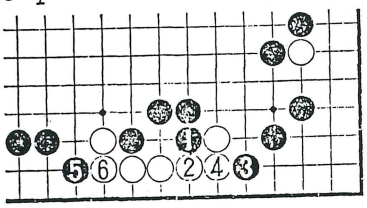


Dia. F

B(63)-(69) is proper technique but with the W(62) stones, this B's structure is not sound.

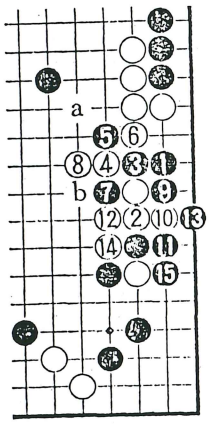
W(74), a superb play. Dia. F: if W(1) captures and lives with this group, B's attack starting with at a would be difficult to cope with.

B(75) should be played, even if B does not intend to capture the W(72) stone. Otherwise W captures the B(73) outright.



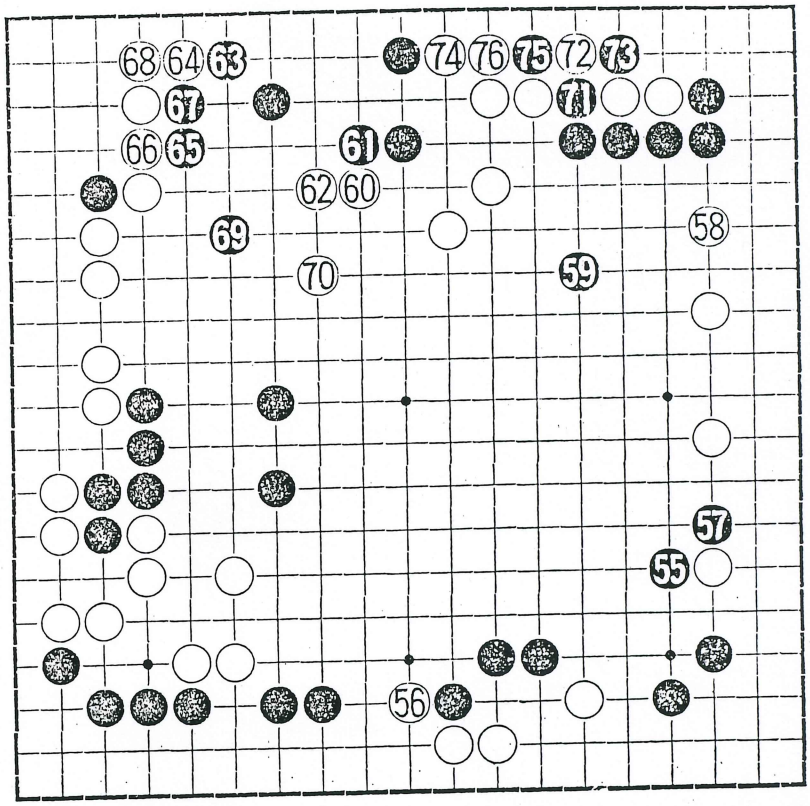
Dia. G

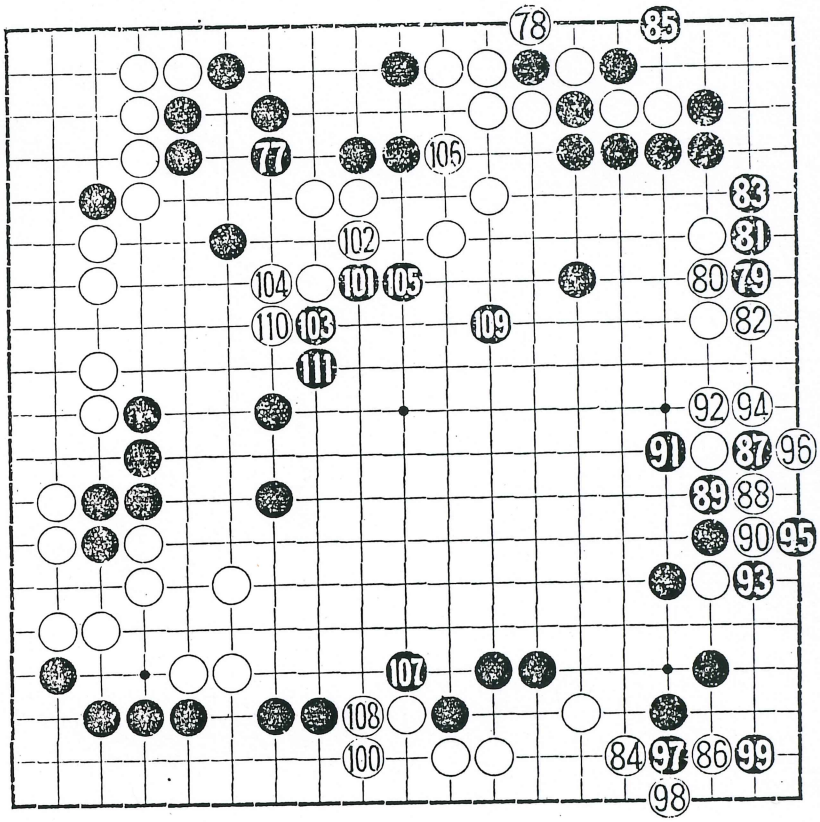
B(83) should get in the sequence in Dia. H: this exchange favors B because B threatens to either pull out at a or at b. Therefore W(4) would play for the exchange at (14) and B at (5). W(2) at (3) allows B(9) which would be unquestionably good for B.



Dia. H

W(104) should be at (109).





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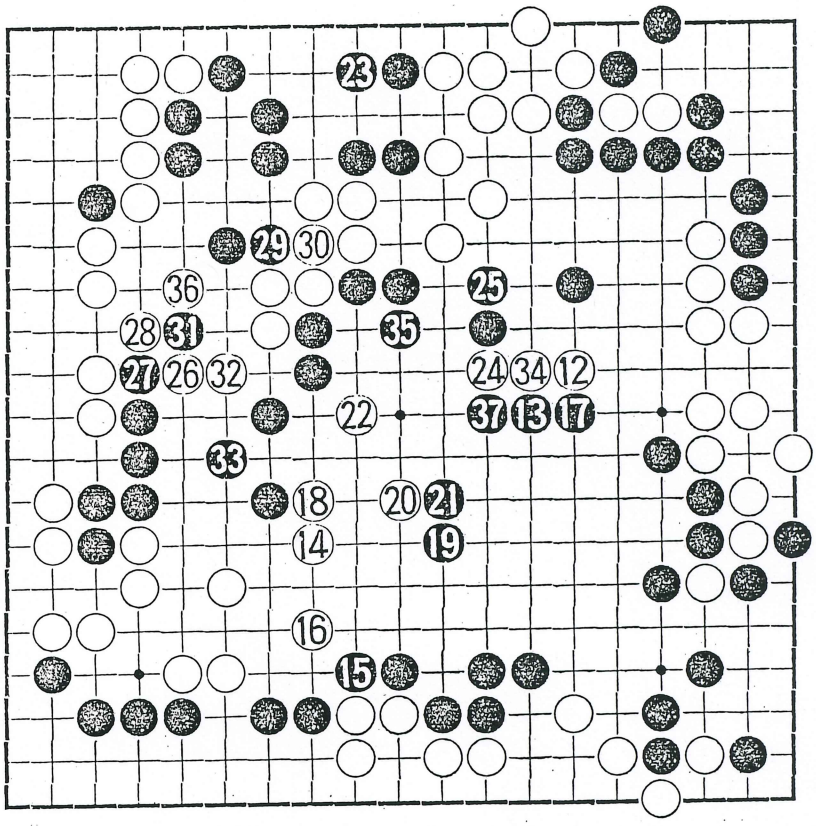
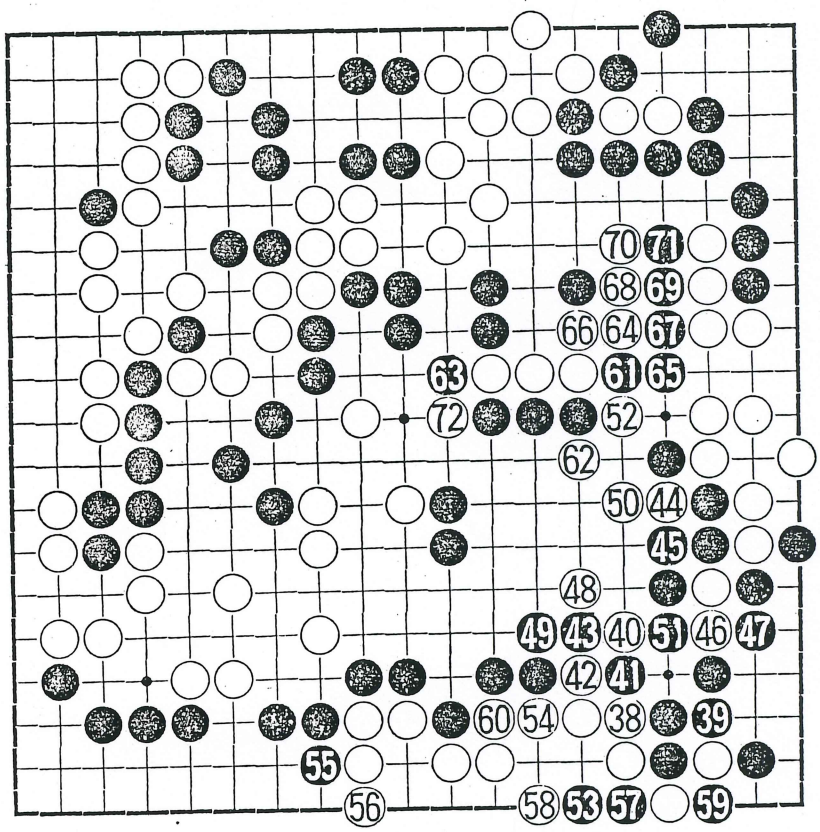
W(12)(14) followed by W(22)(24). Sakata plays like a beautiful machine, cancelling out B's center territory and winding up with a winning game.

B(17) loses the last chance for a possible contest by playing in the vicinity of (20).

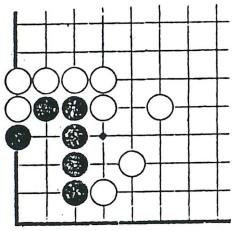
B concedes after W(72) in the final diagram.

Sakata mutters, "Ah, a reprieve! The younger players are tough." The score was 3 games to 3. The 7th and final game was played with a toss for colors. Fujisawa got B (giving 5 points komi) and started the opening with Sakata's favorite 3-3 opening with the B(3) play. By mid game the experts were in violent disagreement as to who was ahead but after a superb W(120) play by Sakata, W pulled ahead and after W(178) B conceded. Thus Sakata won the series and became the new meijin.

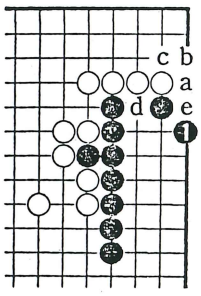




NEW PROBLEM: W to play and kill ...



ANSWER TO THE TESUJI PROBLEM IN G.L. #13

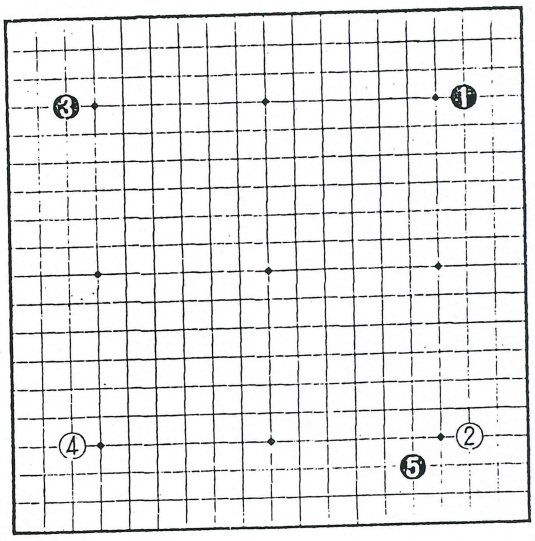


B(1) is the best play leaving a future threat to play at a, W at b, and B at c, for a ko fight.

B(1) at d is poor because W gets the end game play at e with sente.

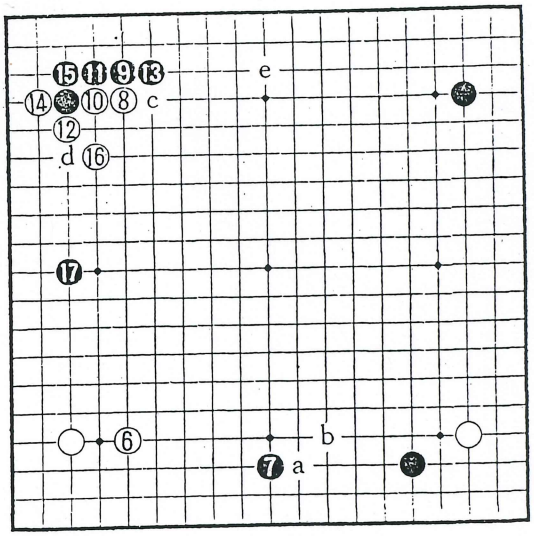
(C) Takao Matsuda 1964

FUSEKI STUDIES: PARALLEL OPENING
U. HASHIMOTO(W) vs SUGIUCHI(giv 4½ pts komi)

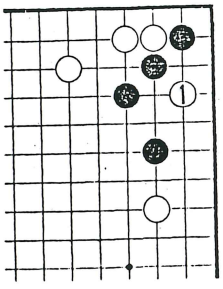


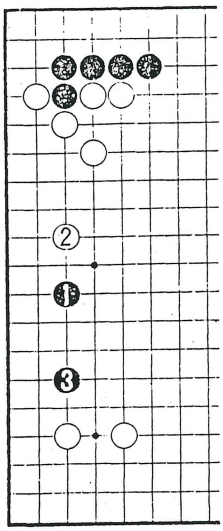
W(2), a favorite opening of Shusai.
B(3) forms an unsual "facing low point" in that this is usually played by W.
W(4) creates an identical pattern. When the opening structures of both sides are similar the chances are it will be a long drawn out game. W naturally takes into consideration the addition of the 4½ points komi.
B(5) should and takes an aggressive choice.

W(6) almost forces the B(7). If B neglects this area, W's play at either a or b becomes an ideal pincer-extension.
W(10) chose the "avalanche" variation because the regular play at (13) is poor. W(10) at (13), B at (11), W at c, B at d and W at e. B at d spoils the value of developing out from the W(6) position because now it merely becomes an extension and has no threat value.
B(13) may be played at c.
B(17) is well placed. Dia. A: B(1) seems more like the correct play but since W's corner is the one-skip high, B is still unsafe. Dia. B: B(1) permits W(2), but B's strategy is to continue elsewhere. B(1) has the satisfaction of having prevented W from getting the initial and ideal placement at (1).
Dia. C: If W continues with (1), this in itself is a small extension and besides, B has a threat to continue at a, W at b, B at c W at d and B at e. Dia. D: If W fails to attack, B can continue with (1)(3) and attack the W group while establishing its own safety.

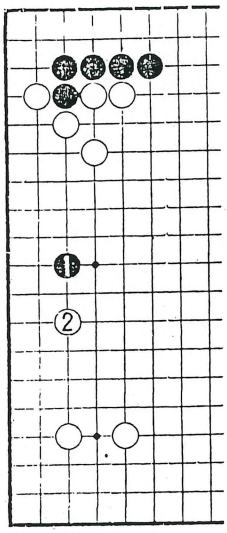


NEW PROBLEM: Bto play ... find the tesuji to resolve this situation.

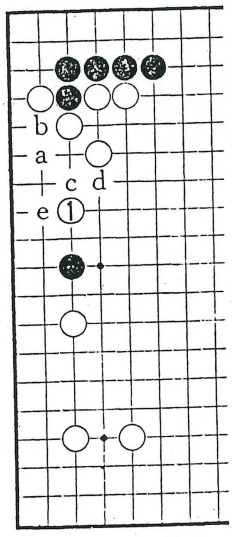




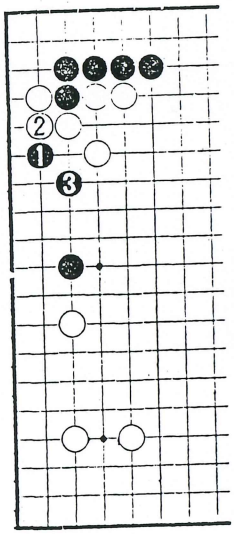
Dia. A



Dia. B



Dia. C



Dia. D

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W(18) avoids playing at a because this is playing into B's strategy. Thus, B gets (19) and a comfortable positioning in this area.

B(21) is correct in view of the solid strength of the upper left B group.

W(22)-(29) is a joseki variation.

W(30) normally completes this joseki exchange with a play at a. But in this case, since the upper left B group is safe, there is no future, a play at a becomes merely defensive. W(30), correctly, starts a fight in its own area of strength.

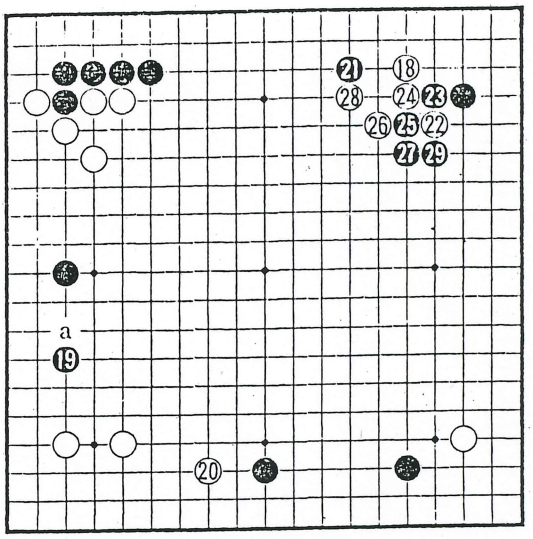
B(33) invites W(34) in order to get B(35). B(31) at (34) is poor because W would gladly continue to extend out on the fourth line.

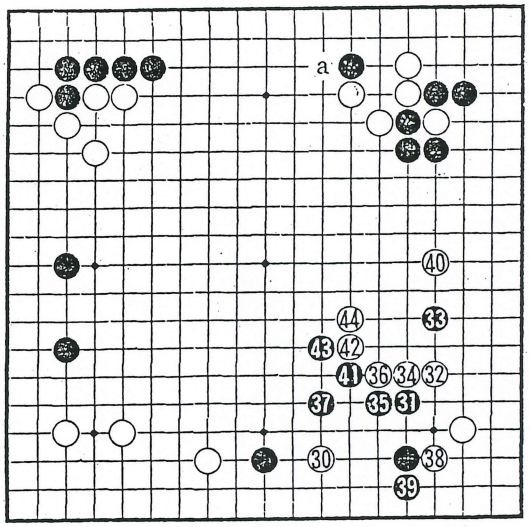
W(36)-(40) resulted in a kind of exchange, with W abandoning (30) and B the (33) stone.

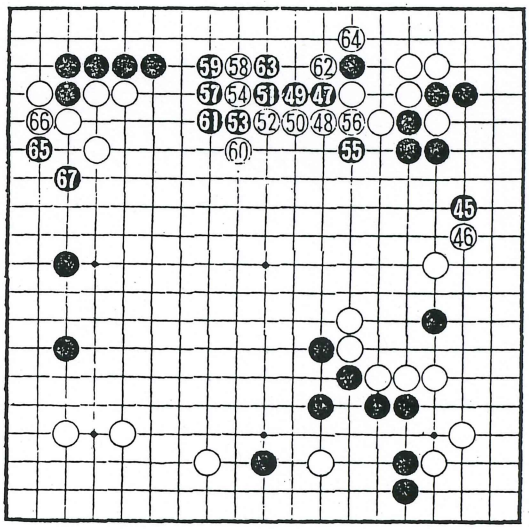
B(45) investigates W's intention and getting the W(46) response, quickly moves to B (47)which is now the biggest area left on the board. W(48)-(52) gives B territory but there is no better choice available.

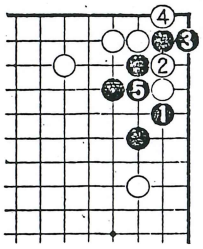
After B's competitive turn at (53), the exchange through W(64) is logical.

And finally B gets the (65)(67) plays and keeps firm control of the initiative in the mid game battle.



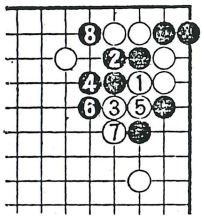




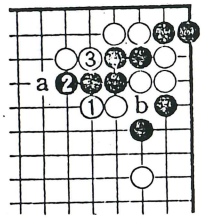


ANSWER TO THE PROBLEM GIVEN ON THE FRONT PAGE:

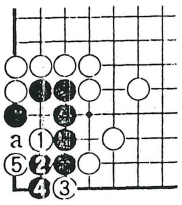
B(1) is the correct tesuji. B(3) is the related sequence that gives B the win. As shown later, the ladder consideration is of utmost importance.



If W comes out with (1)-(5), it becomes an exchange, amply satisfactory for B.



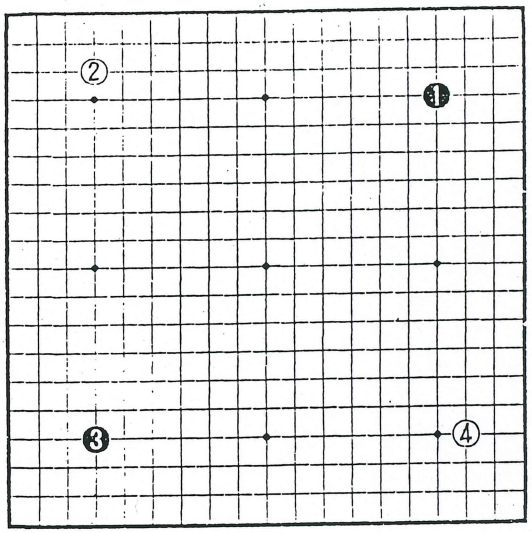
The ladder becomes clear with this diagram. If B(4) can not cut at b, because W captures with a ladder at a, this is a loss for B.



ANSWER TO THE PROBLEM IN G.L. #14

W(1) is the key play to kill this B group. B can not play at a.

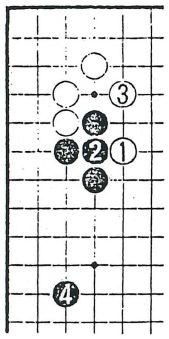
FUSEKI STUDIES: THE CROSS STAR OPENING
KITANI(W) vs KAJIWARA(giving 4½ pts komi)



B(1)(3) forms the Cross Star opening. Its essential intent is a fast aggressive pace.

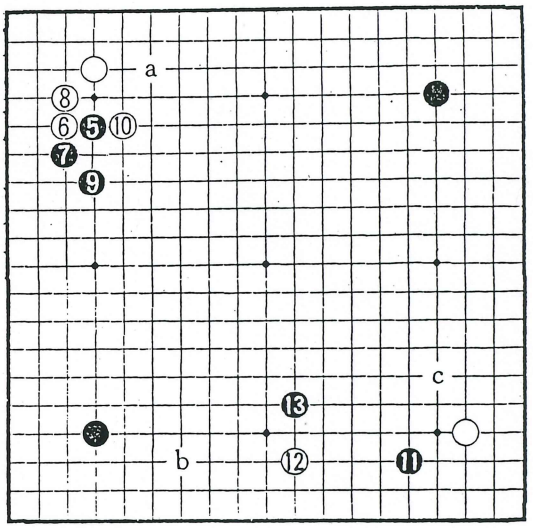
W(6)(8) is consistent with the W(2)(4) classical opening which emphasizes the corners.

W(10), usually played at a, was chosen to maintain the pressure against the B group. Dia. A: This joseki was rejected here because B's position becomes stable.



Dia. A

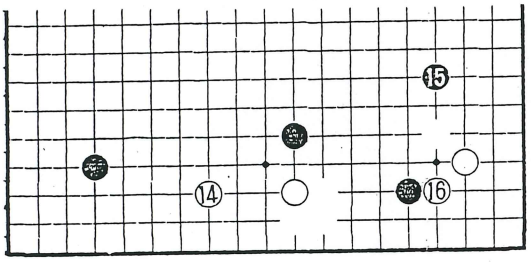
B(13) clearly plays for the center. This is consistent with the Star opening which considers the corner territory as secondary to a fast paced development. Normally, B(13) is played at b, and W responds at c.



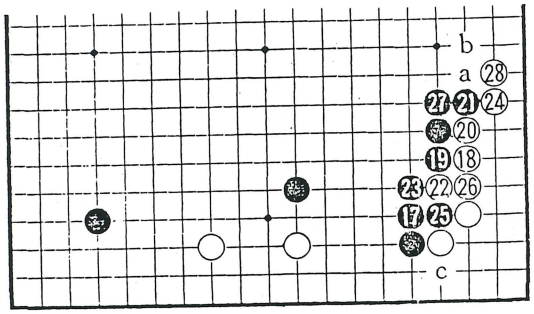
W counters with (16). After B (17), the sequence through W(28) is a logical one. B(25) at a, W at (28), B at b, and W at c, may also be considered as a valid variation.

B(29)(31) is necessary although it is gote. To allow W at (31) would be too big.

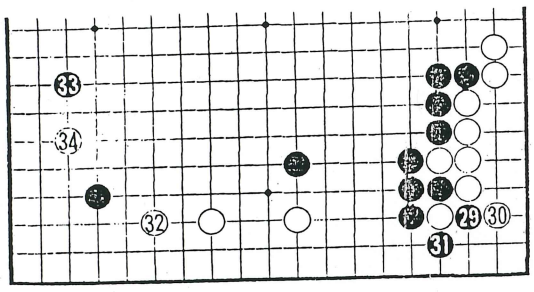
W(32) is a necessary precaution against the growing B's strength on the right. If neglected, B plays at (32).



B(33) was played in relationship to the upper B's group. It also considers the stable W(32) group. Specifically, if we consider that W would jump into the 3-3 point from the stable W(32), and therefor if we assume that B would block from the B(33) side and allow the invasion to connect out to W(32), B(33) should be as far out as at this point rather than say the big knight's extension from the corner.

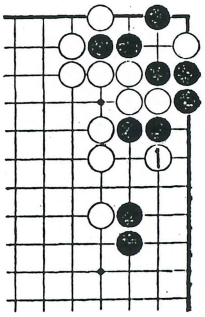


W(34) does not let B off so easily.



TESUJI PROBLEM:

B to play .....



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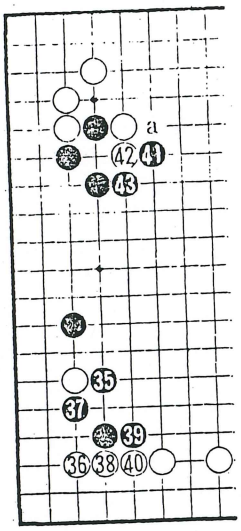
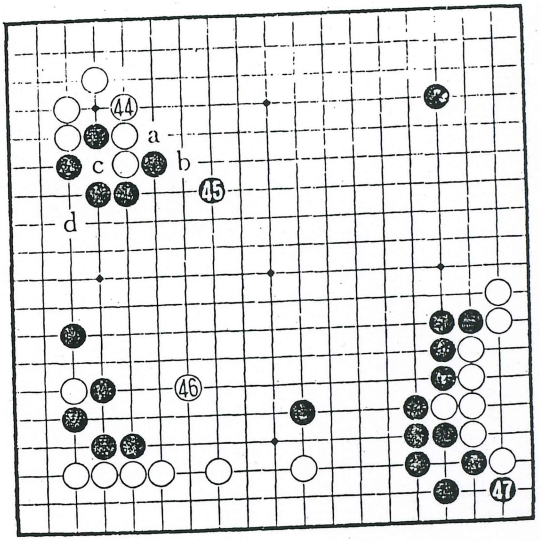


B(37) is correct. It is clear that there is no point in B(37) severing at (38) because W can make both groups safe.

B(41) correctly plays for the center. B(41) at (42) is poor because W extends out at a, one step ahead of B.

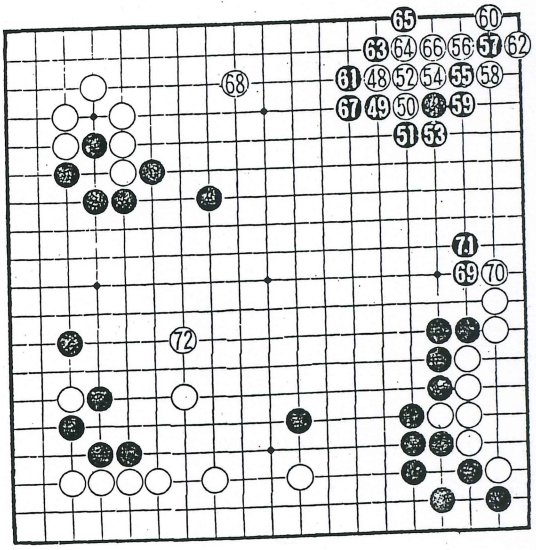
W(44) shows calm fortitude. If played at a, B not only gets to extend out ahead at b, but might even get a chance to play at c with sente. W(44) leaves the possibility of an invasion at d.



W(46) is a must. W can not afford to allow B to close off this entry into the center. B(47) is very big. W(48) is the correct side to approach this one remainning corner.

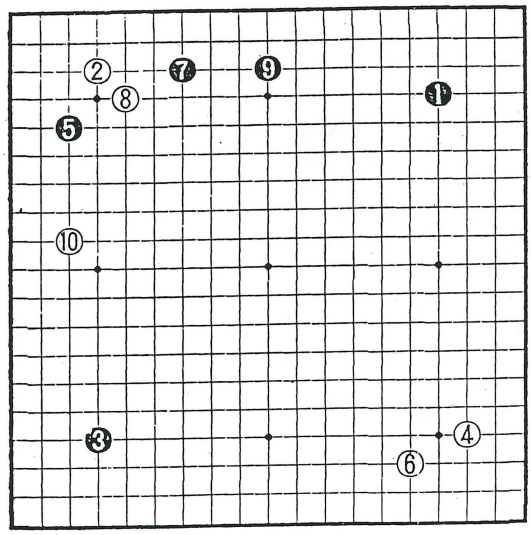
B(49), W(50) leads into a local tactical fight involving a number of standard techniques. W gains the corner, B gains on the outside. W(68) is a good play.

W is now ahead in actual number of points in hand. The contest will therefore be resolved on to what extent B gains in the form of territory in the center.



FUSEKI STUDIES:
CROSS STAR OPEN'G

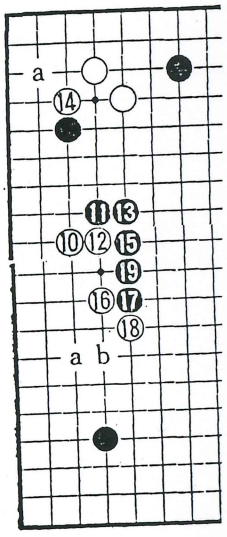
TAKAGAWA(W) vs
FUJISAWA, HOSAI



W(6) is a valid opening.

B(7)(9) is a joseki often used in conjunction with the Cross Star opening.

W(10) is not a severe pincer but it also counteracts the development from the B(3) corner. Dia. A: If W chose the closer pincer, this joseki might have been played.

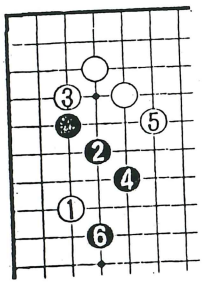


B(11)(13) is a standard manuever to pull out this B group.

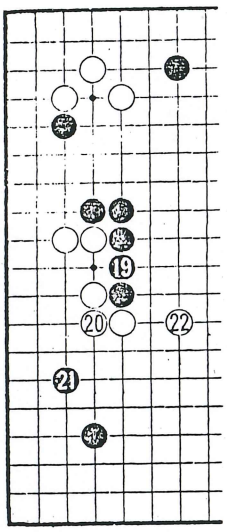
W(14) prevents W at a and is of vital importance.

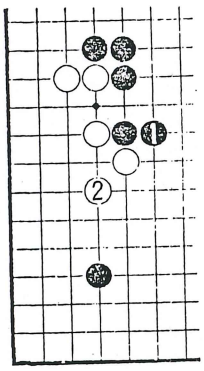
B(15) plays for a center game. B could have chosen to play at a instead. This gains points while attacking this W group. This illustrates two divergent but valid strategies.

If B(17) at (19), W would answer with b. This protects and also attacks the lower left corner.



Dia. A





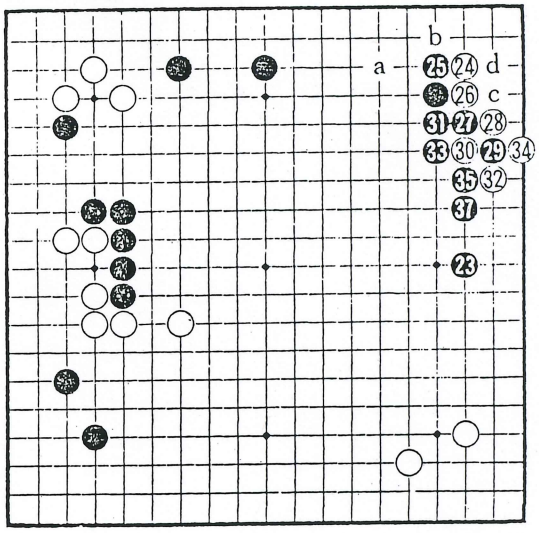
Dia. B

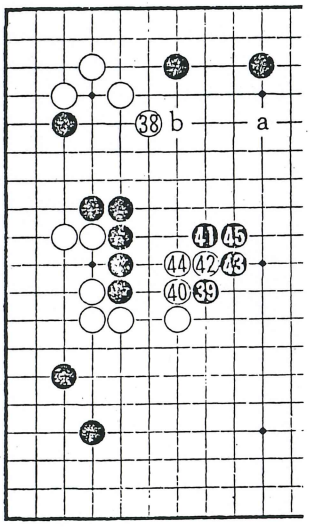
(conti- from #16)

B(19) forces the W(20) response and thereby gets B(21). Dia. B: If B(19) took the normal extension at (1), W conveniently gets W(2).

B(23) is a big positional play.

W(24) is a good invasion. If played at either a or at (30), B would attach from the corner, closing off the corner and attack the W stones.



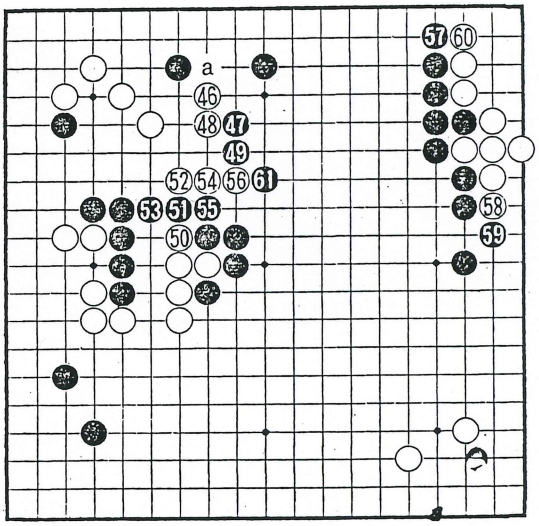


B(27)(29) prevents W from getting the turn at b with sente.

B(33) is the correct choice. B(33) at c, W takes at (34), B at d, is poor. W's continuation isolates the B stone on the right side and also spoils B's intent for a center game.

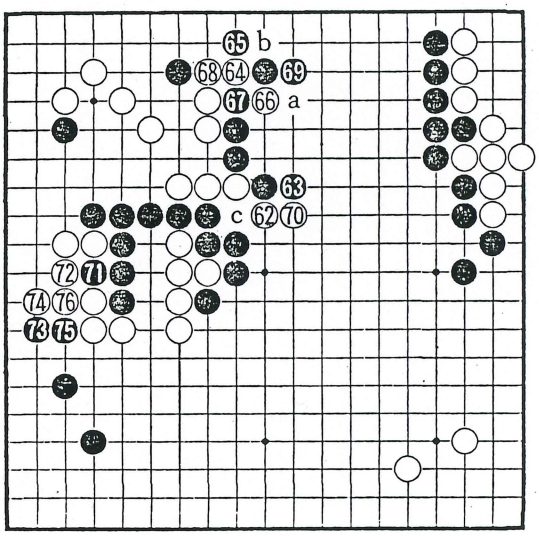
W(35) fills.

W(38) moves to cancel this growing B's center potential by means of attacking the weak B group on the left. If W(38) had hastily played at a, B would have counter-attacked with b.

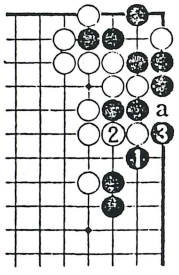


W(46)(48) leaves a play later to engulf the single B stone with a.

W plays skillfully to diminish B's territory. Nevertheless what remains is still a size to reckon with. B(69) at a, allows W at b. B(71) starts a counter play, attacking this W group and will try to find an opportunity to cut at c.

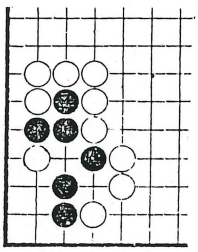


... B to play and live.

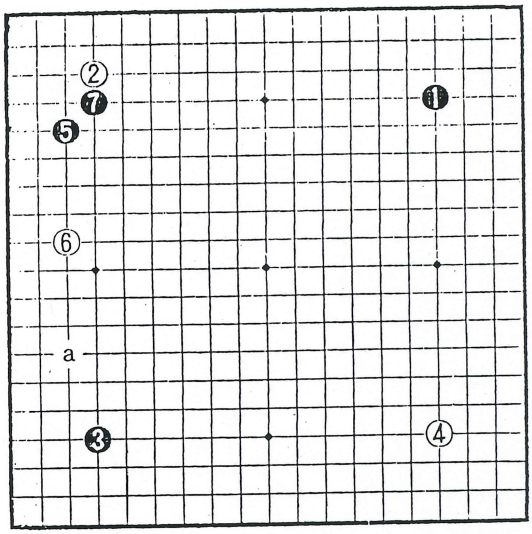


ANSWER TO PROBLEM IN THE G.L. #16

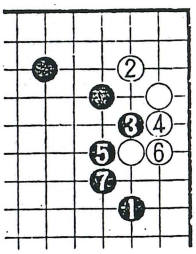
B(1) is the correct suji. After B(3), even if W captures at a, B takes back and maintains a connection.



FUSEKI STUDIES: THE STAR CROSS OPENING
HASHIMOTO, SHOJI(W) vs TAKAGAWA

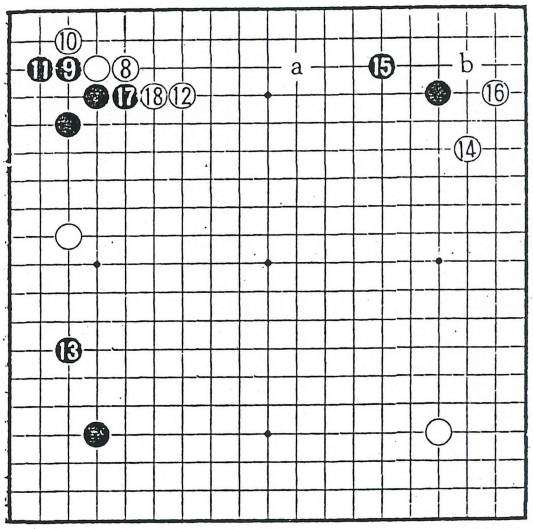


W(4) chooses to play at the Star point.
B(5) prevents the closure of this corner.
Since W(6) is not a strong pincer, B(7) could have been played directly at a.
W(14) is the correct side to approach. If the upper side was of greater importance, W should play directly at a.
B at b is not a mandatory response to W(16).
B(19) attacks rather than defend at a. If B(19) was played before B(17), W would answer at b, and thus if B follows with (17), W would not find it necessary to answer at (18).
W(20), B(21) is a poor exchange for W. But without it B would get b with sente. Besides, W(22) forcing B(23) now allows W(24).

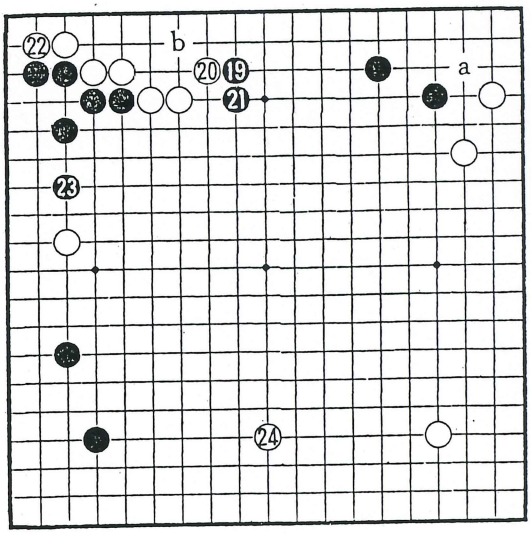


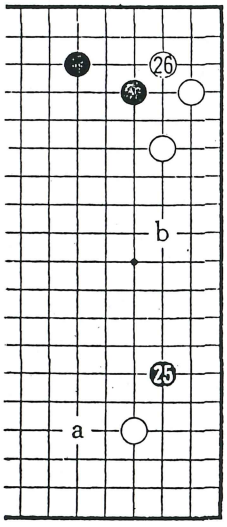
Dia. A

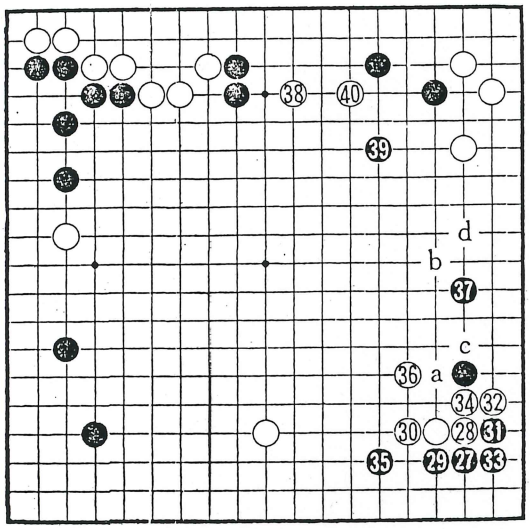
After B(25), if W makes the regular response at a, B takes the variation as in Dia. A.
B(27)-(35) is joseki. Experts generally play for the gain in the corner if they had an equal choice or when the advantages are not clear in a number of possible choices.



If W(36) were at the regular continuation at a, B would play at b and play for a future possibility to pull out at c.
B(37) took a firmer stand in this area because W(36) allows B at a (in other words B's structure is stronger than it looks) and therefore B need not fear W's pincer at d.
W(38) invasion seeks a fight. A complex fight is the best chance for W to overtake B's initial advantage.
B(39) counters and the mid game fight is on.







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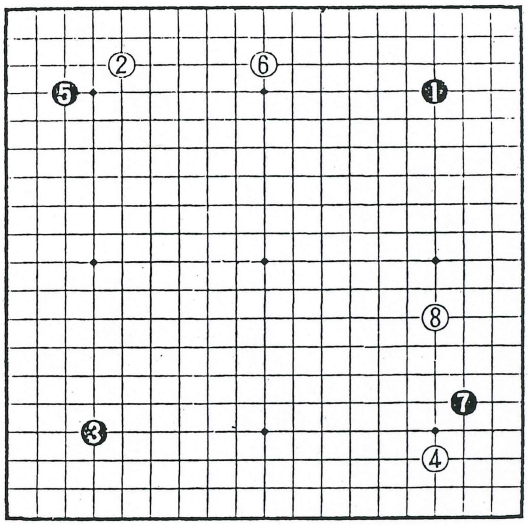
G.L. VOL. III., NO. 17
The Go Letter

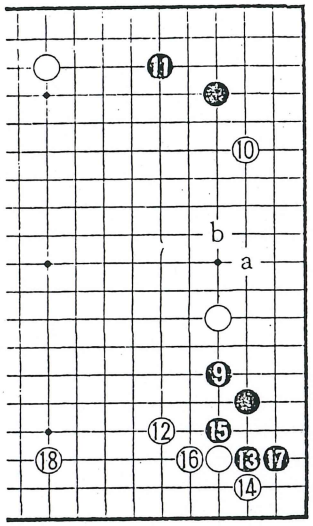
FUSEKI STUDIES: THE CROSS STAR OPENING
TAKAGAWA(W) vs SHIMAMURA



W(2), the Off Point, is used frequently to counter the Star opening.

W(6) forms an extension from W(2) and at the same time takes away the development out to this side from B(1).

B(7), preventing W's closure, is the logical next play.



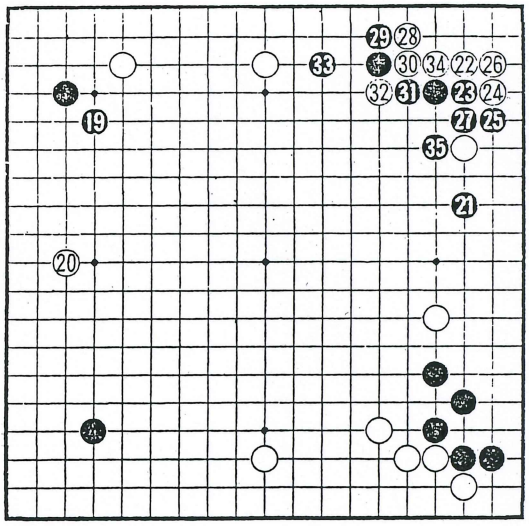
W(8), a popular pincer, is appropiate here.

W(10) B(11) exchange avoids B at a or b after W(18).

B(13) is an old variation. A direct play at (17) is considered better.

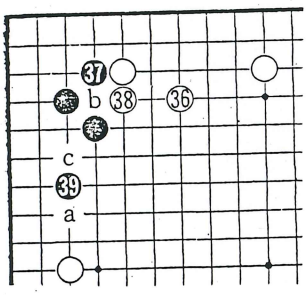
W(20) prevents the development from both the B(19) and the B(3) stones.

After B(21), W(22) takes a joseki variation giving up the side for the corner.

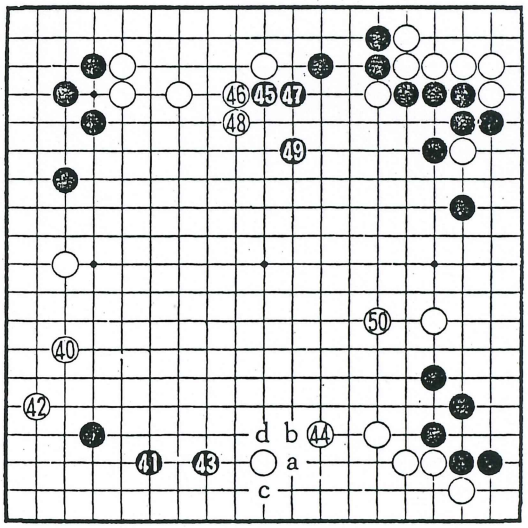


B(29) at (30) is the safe variation. W is able to get the cut at (32) before making the corner safe with (34). B(35) is necessary.

W(36) protects this W group and waits for a chance to use the W(32) stone.



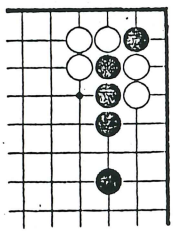
B(39) prudently holds back from playing out to a in order to protect against W's future invasion at c. W's prod at the weakness at b first, makes it possible.



W(40) starts a series of B and W plays that protect and threatens at the same time. If W (44) is neglected, B at a. After which, if W at b, B plays at c, or if W at d, then B at b.

B(45) increases this B's territory while preventing the reactivation of the W(32) stone.

W(50) begins to pull out to safety the last remainning unresolved stone and the opening stage now shifts to the mid game.



NEW PROBLEM:

B to play and win ...

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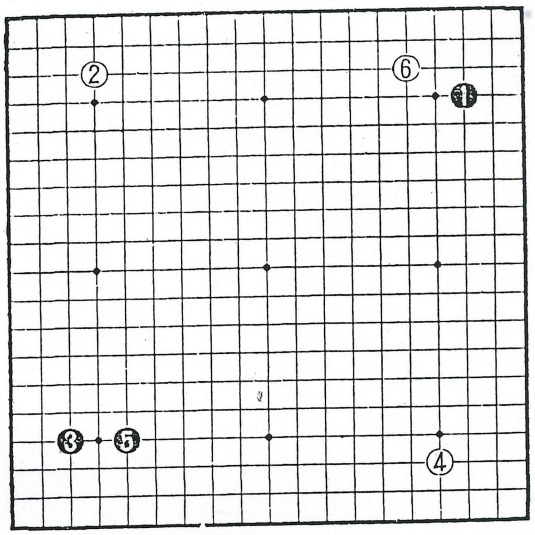
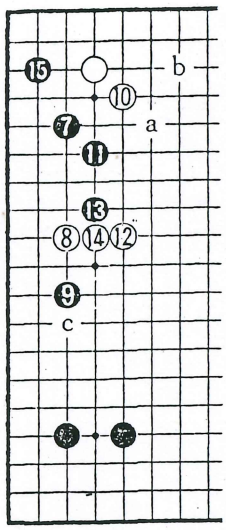
FUSEKI STUDIES: CROSS STAR OPEN'G SENCHI(W) vs JOWA

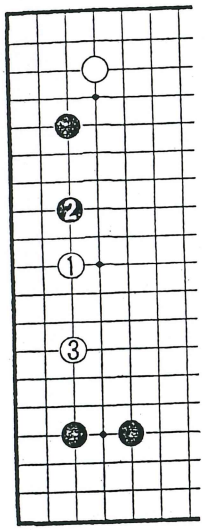




B(1)(3) forms the Low Point Cross opening.

B(7), W(8) and B(9) each considers the value of the B(3)(5) corner closure. If B(9) at a, W might not make the usual answer at b and play instead at c. Dia. A: W(1) is not normally played because it lacks pressure as a pincer. But by getting W(13) it is considered a valid variation.

B(11) through (23) is an old variation, popular at the time this game was played.

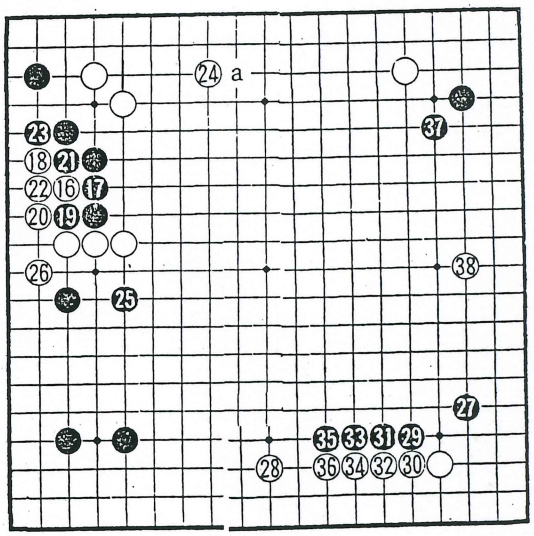


Dia. A

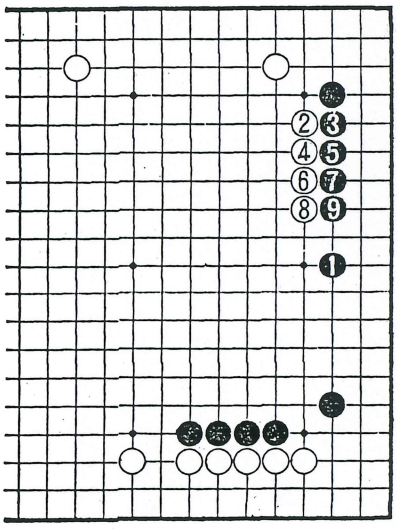
W(24) is about right. A further extension at a would leave the possibility of an invasion.

B(25) would take the sente threat at (26) today. The delicate consideration at B(25) is that if a play at (26) is left unplayed, W would make an extra play at (26) with gote.

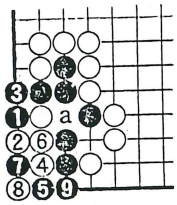
W(28) is the interesting play. While this is desireable in counteracting the growing B's potential on the left, it breaks the general rule of not extending out far from a low position. Thus, B(29)-(35) forces W into a low and somewhat congested group. But the validity of W(28) becomes soon clear.



B(37) is correct and must allow the excellent play at W(38). The reason is that B(37) is unable to play as in Dia. B: at (1) because it not only commits the same crime as W(28), thus negating it, but with W(2)-(8) help W build a tremendous potential on the upper board.

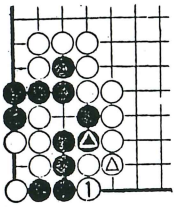


Dia. B



ANSWER TO PROBLEM IN #17

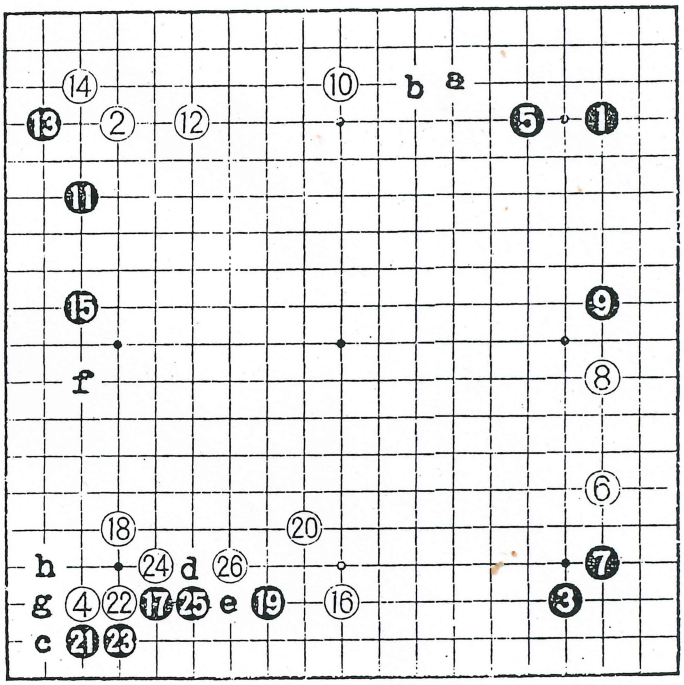
B(1)-(9) later allows B to capture and thereby live by playing at a.



If the B and W stones marked with triangles were played, W(1) forms a ko fight.

THE FINALS OF THE 1963
10th DEGREE TITLE MATCH TOURNAMENT

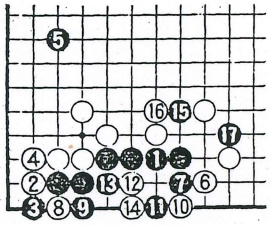
HANDA(W) vs U. HASHIMOTO(giv 5½ pts)



The veteran, 57 years old Utaro Hashimoto, won the first 10th Degree Title Match of 1962. He, even as a child protegy, was reknowned for his dashing, non-slacking style of play. Handa won the Challenger's Tournament. Handa has short cropped head, soft manners and looks like a Zen priest. He has attracted little attention up until recently because of his seemingly colorless game. Apt to be discounted as a serious threat, his record on theother hand, is formidable. He alone among all the other masters, about break even on match games played with the outstanding Sakata. Since about a year ago, Handa has given up smoking and drinking and reputedly devotes his whole life just for Go.

This is the 4th of the best 3 out of 5 games. Up to now Handa leads by the score of 2 to 1.

B(9) is an excellent choice here. Since the W(2)(4) are both one stone corner positions (as compared to the low point, which is a two stone corner opening), there is no need to approach these corners immediately.



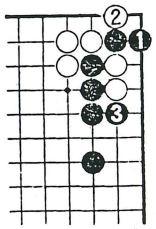
Dia. A

W(16) could have taken the equally good play at a.

B(17), therefore, could have taken the play at b.

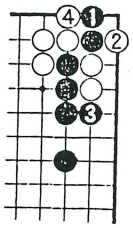
W(22) at c, B at (23), is poor because W's structure is not sound.

After W(26), B chose to push out at d, and cut. The sound play was to defend at e and allow W at f. After which W^B could either continue at g, W at h, B at c, or W^B could now play at b. In response to W(26), B at d, does not require a safety response even if W continues with c. Dia. A: B gets (5) and even though this group is reduced to one eye, B(15)(17) gets this group out to safety.



ANSWER TO PROBLEM IN #18:

B(1) is the correct play. This 2-1 point often plays the key role in corner situations.



B(1) fails.

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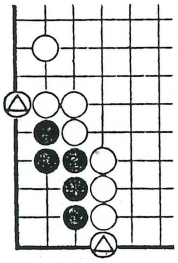
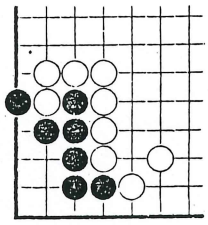
NEW PROBLEMS:

B to play and live...





... W to play and kill.

The aim of B(27)(29) is the fierce tactics of B(33)(35), a good example of Hashimoto's style of play.

B(39) can not play as in Dia. B: because W wins with (12). W(4) fills. B(7) at a is not valid with both the weaknesses at (7) and a.

The end result after W(46) favors W. If W later plays at a, 3 B stones can be captured.

W(48) is interesting. Both Hashimoto and Takagawa feels that W(48) is correct. But Sakata feels that W(48) was slack and it should be played at (60).

B(51) counters against W(50).

W(54) rejects the line in Dia. C as favoring B slightly.

B(57), a demure play, is unlike Hashimoto. The maximum play is at the left of (54). If W cuts at (58), B temporarily leaves the many possible continuations and gets the one skip jump towards the center from the B(47). Or, if W extends towards the center from W(54), instead of cutting, B now connects at (57).

W(62) is part of the dividends of W(48). The orthodox reply to W(62) is to play at b, W at c, B at d, W at e, B at f, W at g, to allow W to connect out and in exchange to get the push h.

Hashimoto unexpectedly counters with a difficult line, B(63).

Dia. B

Dia. C

Dia. D

Dia. E

If W(64) at (70), B at (65), W at (67), B at (72) and captures the W stone invasion. Therefore, W counters with (64)(66), leading to an unusual exchange.

If W(74) at (75) as in Dia. D, this is poor for W because B (4) pushes into W's territory. W(3) can not play at (4) because B at (3) captures the W stones.

B(75) could have taken the variation given in Dia. E.

W(76)-(84) is normally considered poor for W. Here, since the nearby W's structure is fairly safe, this exchange is about even.

W(96) is excellent. B can not push through at (98) because W at a, B at b, and now W at c, leaves this B group with only one eye and in danger.

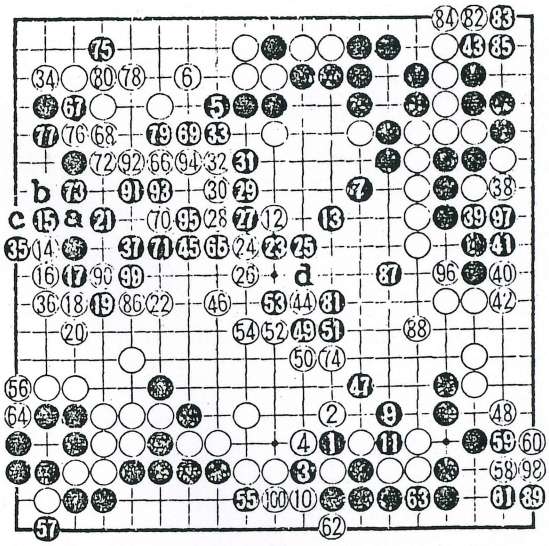
HANDA(W) vs U. HASHIMOTO (continued)

B(3) should extend out to (4) and fight. W (8) takes ko. W(10) wins the ko and makes the better of the exchange even though B(9) (11) gains 3 W stones.

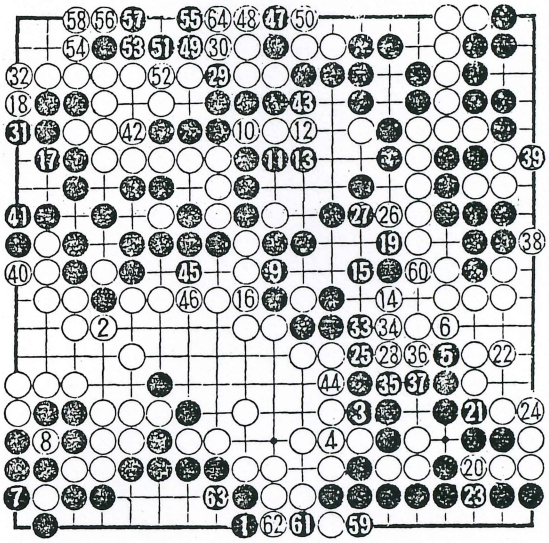
W(14) is normally played at (18). W(14) is prepared to fight the ko if B(15) at (16), W at a, B at (15), W at b, B at (73), W at c, B at (21), W at (17). W has numerous ko threats at the W(38) area. W(14) at d is another valid line of play.

W(38) is an excellent end game sequence of play.

B(65) was the final losing play. W saves with sente with the sequence through (72). If B(65) at (92) or at (76), B had the edge.



After B(265) fills to the right of (61), the game ends with a W win by the slim margin of ½ point. Handa gets 3 wins and the 1963 10th Degree Title Match.



FUSEKI STUDIES: THE CROSS OPENING
SAKATA(W) vs HASHIMOTO, UTARO

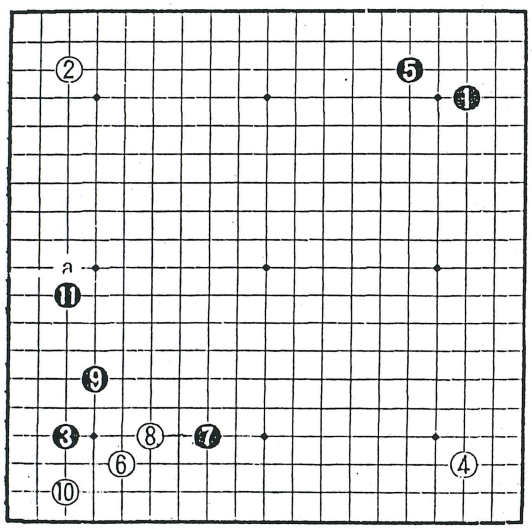
W(2)(4), as far as the corner territory is concerned, goes one step further than B(1)(3).

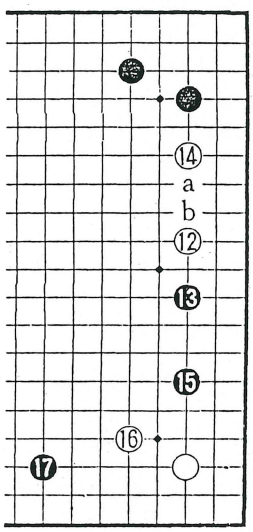
B(7)-(11) is standard joseki. B(11) at a, is also joseki. But since it leaves the possibility of a future invasion and since the W (2) is a safe position, B(11) was chosen.

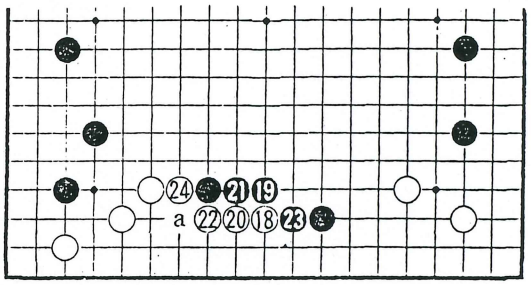
W(12) plays the biggest side area. W(12) may be played one further towards (13); in which case, B plays at b.

B(13) at a would be conservative. Thus, B(15), W(16), B(17), seems to follow a natural sequence of momentum.

W(18) adroitly gets in the invasion before B gets a chance to protect at a. This in a measure attacks the W group on the left. This swing is big enough to make W(18) valid. This type of play is normally played as a mid game tactical manuever.







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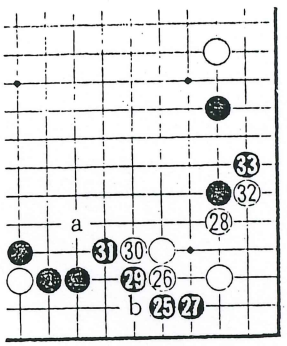
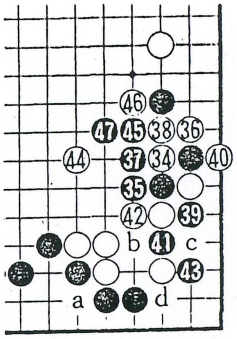
SAKATA(W) vs U. HASHIMOTO (continued)





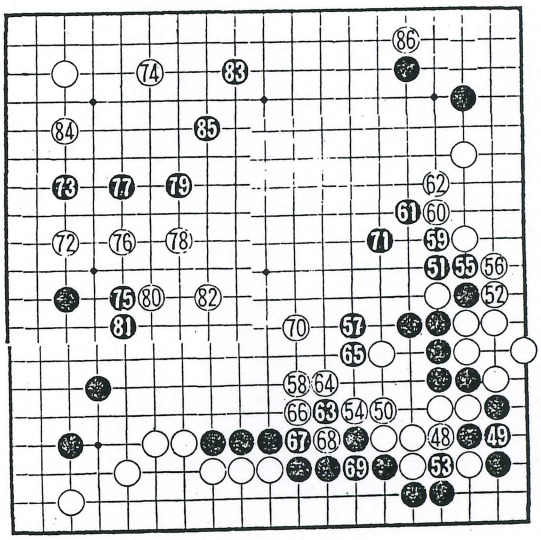
B(25), correctly, attacks the W group. B (25) at a completes this B structure but in this case it is weak.

W(26)(28) technique is aptly applied.

W(30) forces B to make a decision. Since B(31) took the maximum position, W can plan the continuation with the possibility of using the cut at b.

W(34) initiates a most difficult tactical situation. B(41)(43) gains the corner but B group on the outside is exposed to danger.

W(44) is a focal point and it takes into consideration the sequence W at a, followed by W at b, B at c, and W at d.



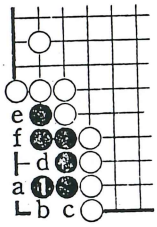
B(51) before protecting at (53) was sharp.

B(57) followed by B(63)(65) are excellent series of plays strengthening B's structure while attacking the W group.

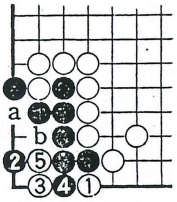
W(72) is an interesting play. Since W is behind, W(72) deliberately exposes itself to danger. Thus creating more complexities and more opportunities for W to overtake B.

W(86) is advanced tactics. The strategic idea is to either impenetrate this corner or gain some foothold in order to attack the B (79)(85) group on the left.

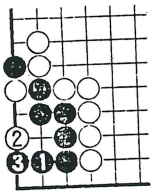
ANSWER TO THE PROBLEMS IN THE G.L. #19:



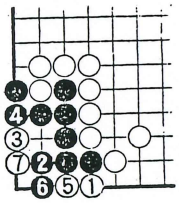
B(1) is correct. B(1) at a, W at b, B at c, W at (1), B at d, W at e, B can not block at f, and dies.



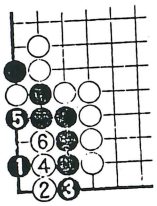
W(1) is the correct proceedure. The sequence through W(7) leaves B with only one eye.



In this structure B(1) is also the correct play. If W(2), B(3) and lives.



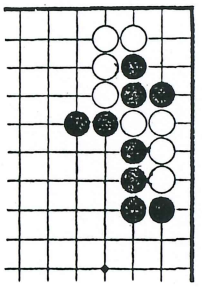
If B(2), W(3)(5) kills this group because if B at a, W at b and if B at b, W at a.



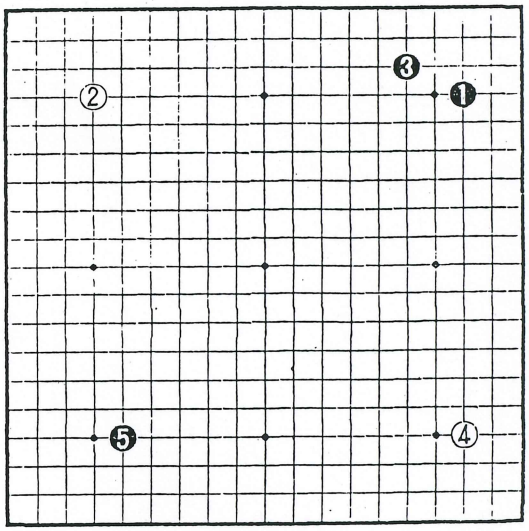
B(1) fails.

NEW PROBLEM:

B to play and win .....



CROSS OPENING STUDIES: SHUYEI(W) vs SENJI



B(3), completing this corner, is a safe opening manuever. This is most often seen in B's game when no komi is given.

B(5), the high opening, places the center "influence" to be of prime importance.

Thus, after W(6), B(7) chooses a joseki variation consistent with the original intent.

W has the satisfaction of closing this corner with (22). B(23) becomes of vital gain for either B or W. W(24) is played usually to safeguard this corner, when the corner closure is the big knight's W(22).

B(25) is the correct side to approach. The approach from the side of (26) would be poor because W can readily jump into this side later from the open lower left corner.

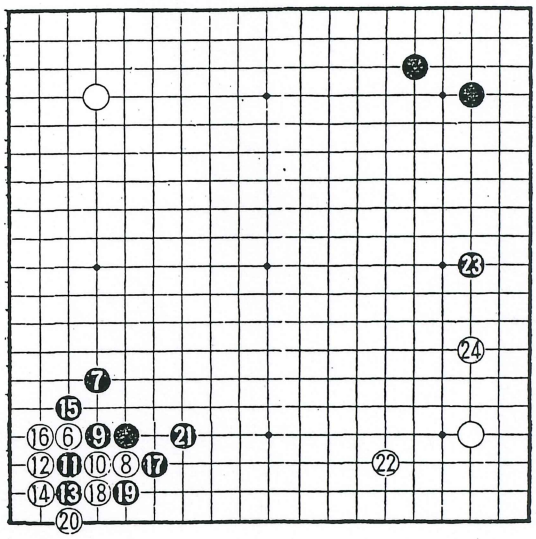
B(28) refrains from over-extending out to x. Considering B's strength (lower left), that would be inviting a B's invasion.

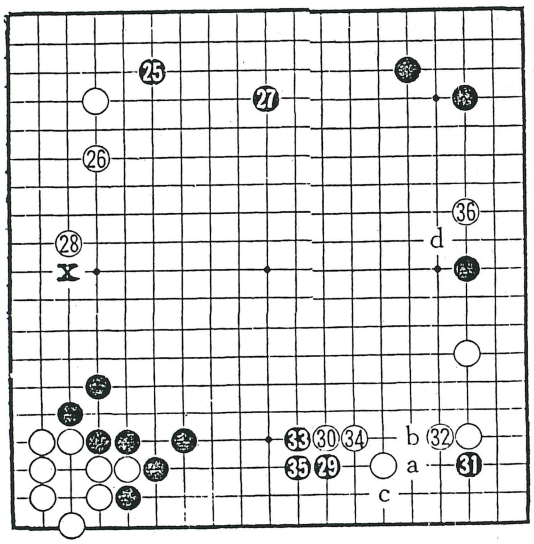
B(29), backed by strength, can take this maximum extension.

W(30) prevents B's invasion at a, W at b, B at c. And since it would not be possible to invade B's territory (with its strength), there should be no regrets in consolidating this uninvadeable territory.

B(31) is played with an adroit timing. This leaves a residue of play in this corner.

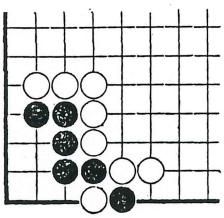
With the additional strength gainned with W(30)-(34), W naturally invades at (36). To play a safe diminishing play at d would be too soft. The major mid game fight begins.





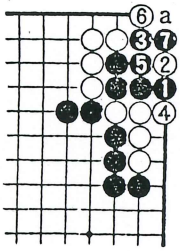
NEW PROBLEM:

B to play and live ....



ANSWER TO THE PROBLEM IN #20:

B(1)-(7) is correct. The crucial point in this formation is that W can not play at a.



(C) Takao Matsuda 1964

FUSEKI STUDIES: THE CROSS OPENING
KITANI(W) vs TAKAGAWA (giv 4½ pts komi)

B(3) has the following strategic meaning. If W(4) at a, B plays at b and gains the satisfaction that W was restricted to the play at a in this corner. Since W(4) was played in this empty corner, B(5), W(6), and then B(7) becomes an ideal pincer-extension. As far as the left portion of the board is concerned B has gained the advantage.

W(8)-(12) calmly settles this corner and with W(14), closes this corner. B(13) may also be played at a.

B(15)(17) is related to the (13) position. If B(13) were played at a, B(15) would have taken a continuation pressing at (16).

W(18)(20) establishes the safety of this corner. It would be unbearable to allow B to run into this corner at x.

B also gets to protect at (21).

W(22)-(26) begins to define the positioning over the board. W seeks to avoid clashes and hopes to bring the 4½ points received as komi to its advantage.

B(27) at a is equally good.

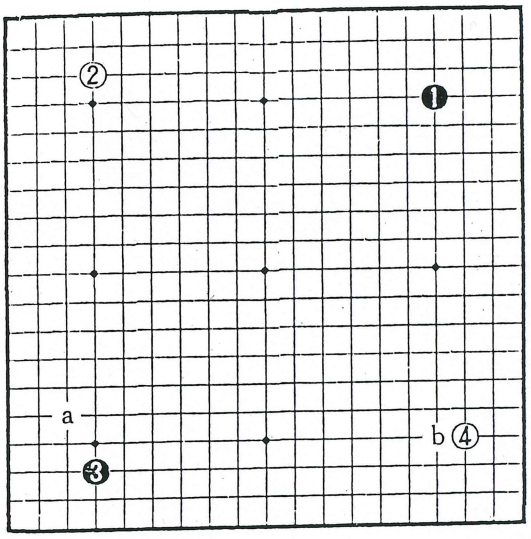
W(28)-(32) followed by the subsequent plays W(34)-(38) were an attempt to cause this B group into a congestion of forces.

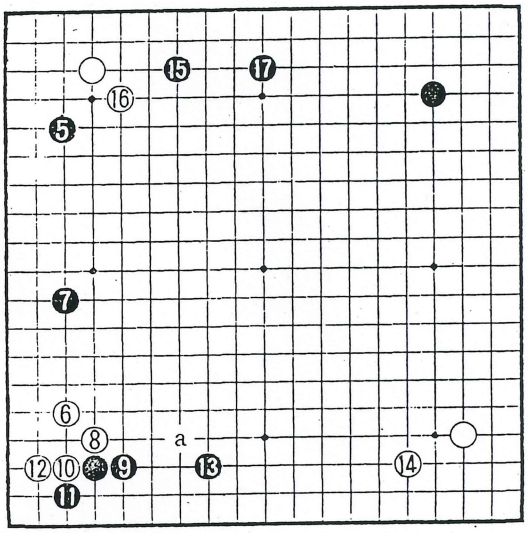
This play fails with the excellent counter B(39)-(45) which spoils W's plan to build a huge territory in this area.

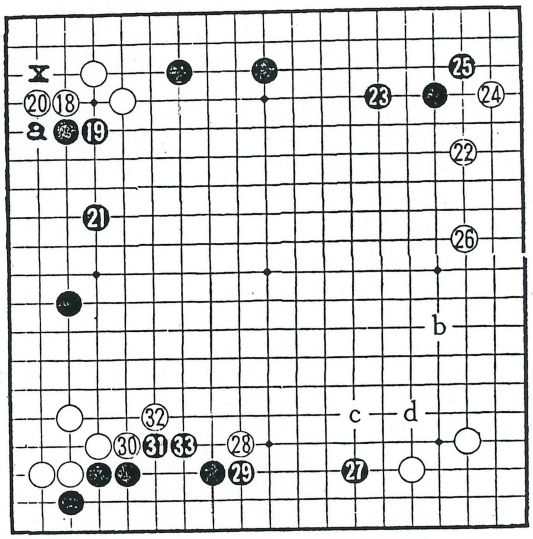
An alternative plan at W(28) was W at b, B at c, W at d, and B at (32). It is true, that this plan does lack vivacity.

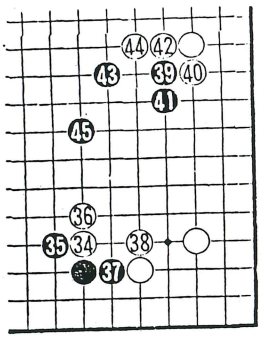
W(46) was not as effective with the proper B(47) response.

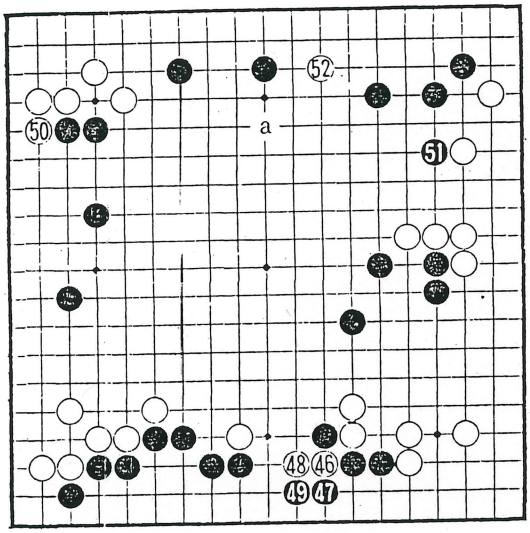
W(50) is an excellent play. B has no good precise response. W(52) is a drastic step before B gets to protect with a.





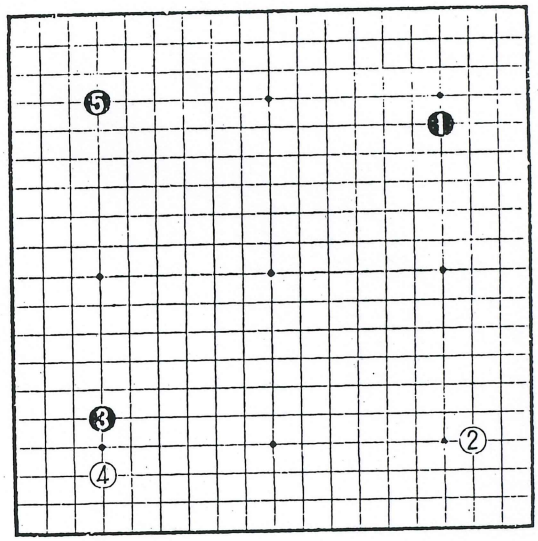






Thus, the major mid game fight begins.

CROSS OPENING STUDIES: KITANI(W) vs YAMABE



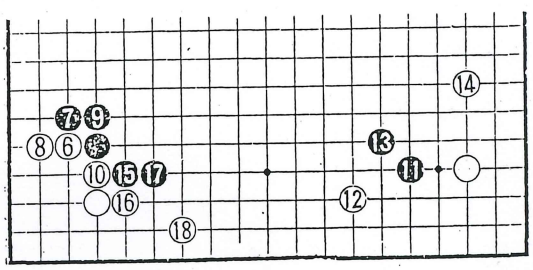
B(1)(3) forms the unusual high point cross opening. B(5) is consistent, playing "influence" rather than placing the importance on corner territory.

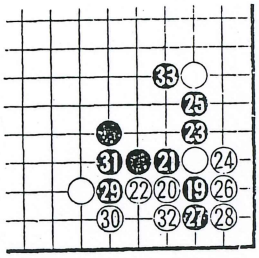
W(8) is a variation favored by Kitani, who has a highly individualized style of play.

B(11)-(17) gives a clear indication of B's strategy to play a center game.

B(19) and W(20) lead to the logical conclusion through B(33).

The strategy of Go is based on two opposing tensions. The static, immediate gain of "territory"; and the development of potential gain called "influence". This game is of particular fascination because of the clear contrast and the well defined positions of these two strategic thinking.

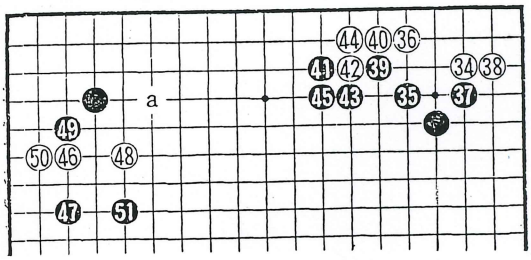


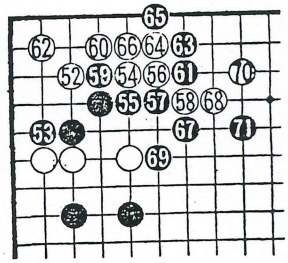


W(34)-B(45) is again W for "territory" and B for "influence".

B(47) relies on the accumulated influence to start a fight. It would be poor for B (47) to calmly answer at a.

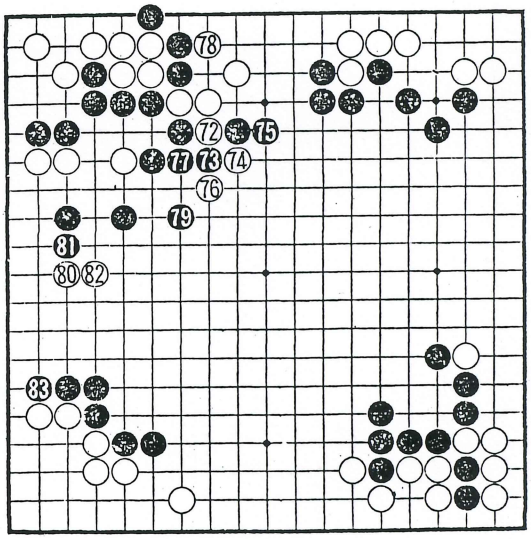
B(49) before playing at (51) aims at a future threat to play between W(46) and (48).





W(52) investigates B's response. W is willing to give up the 3 W stones if necessary.

Thus, after W(58), B(59)(61) follows the correct sequence and with B(71), builds a huge center potential. W on the other hand, has definite territories in the four corners.



W(72)-(78) assures the capture of the 3 B stones and in the process makes a few exchanges that might become useful in the future.

W(80) invades! W(80) tries to utilize the lost 3 W stones in order to get a foothold into this center.

B(81)(83) aims at engulfing the 2 W stones en toto. The key to this contest is now clearly defined. It rests on the mid game regarding this huge B's potential territory.

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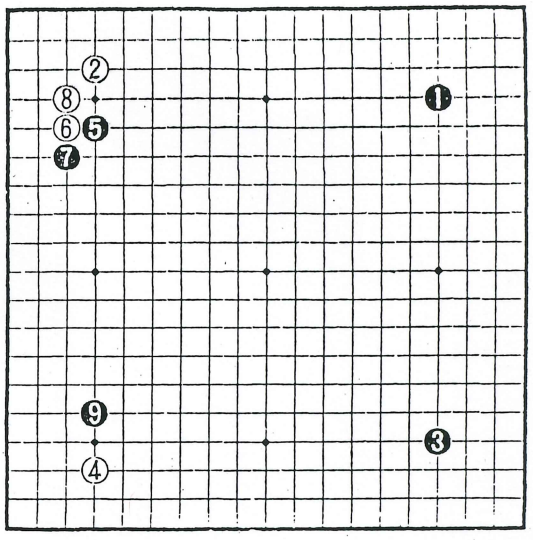
FUSEKI STUDIES: THE STAR OPENING
TAKAGAWA(W) vs SAKATA(giving 4½ pts komi)



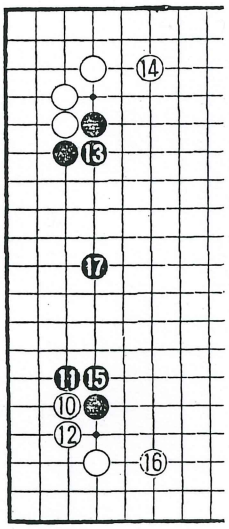
B(1)(3) forms the Two Star opening. Its main characteristic is its fast paced development.

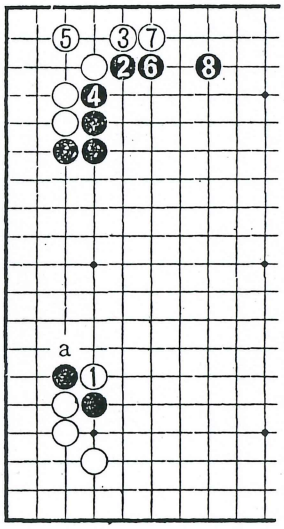
W(2)(4) forms the "facing" Low Point.

B(5), rather than at (6), is more in keeping with the intent of the Two Star to play for "influence" r ather than "territory".

B(9) leaves the resolution of the upper left corner, to be decided depending on how W responds in this corner.

W(10)-B(17) is a settlement whereby W gains territory in two corners and B gains on the outside or "influence". B's satisfaction rests on B(17) which forms an extension for both the upper and lower B groups with one stone. Dia. A: While W(1) is tempting, B (2)-(8) builds a more than compensating wall of influence which fits the Two Star ideally. In addition, W(1) requires an additional follow up to make it meaningful. If B gets to play at a after B(2)-(8), B is now in a better position to build a huge potential.

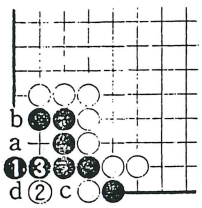




W(18) is the best play on the board. And this play balances the excellent B(17). Plays at a or b are less significant because of the low compact structure at W(14) & (16). B at a or b has very little threat value.

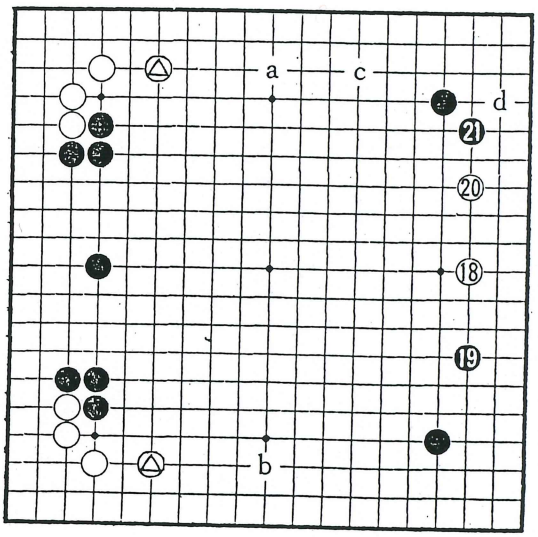
B(21) at c allows W at d.

Dia. A



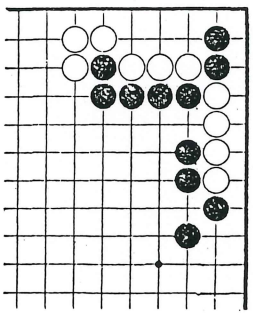
ANSWER TO THE PROBLEM IN #21:

B(1) is correct. If W(2), B (3) and W can not fill at c. If B(1) at (3), W at a, B at b, W at (1), B at c, and W at d, forming the corner bent four to kill this B group.



NEW TESUJI PROBLEM:

B to play and win .....



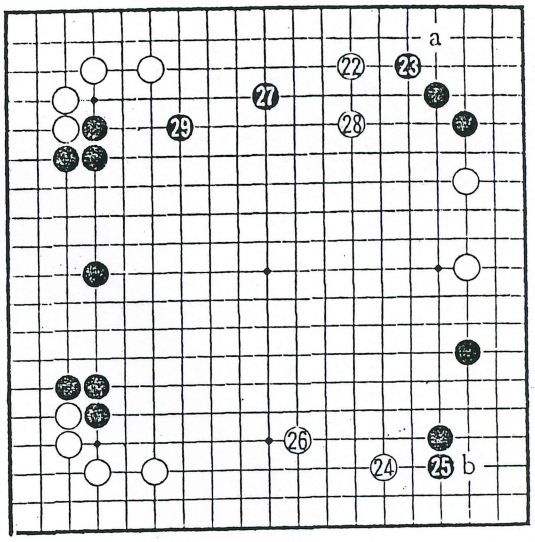
TAKAGAWA(W) vs SAKATA (continuation)

W(22) prevents B from playing at this point and forming a maximum structure. And if B answers at (23), W gains the satisfaction of having cramped this structure. On the other hand, B(23) must be played because to allow W at a would be intolerable.

B(25) is a natural response. If left unprotected, W invades at b.

B(27) should be played at (26) if W protects at (27). B should not allow W to get both plays.

B(29) forms a linkage towards safety and at the same time adds to the building of a huge potential territory on the left side.



W(30) is important. Played by either W or B, it serves to increase its own area while decreasing its opponents area. This is an example of a visual sense of positionning.

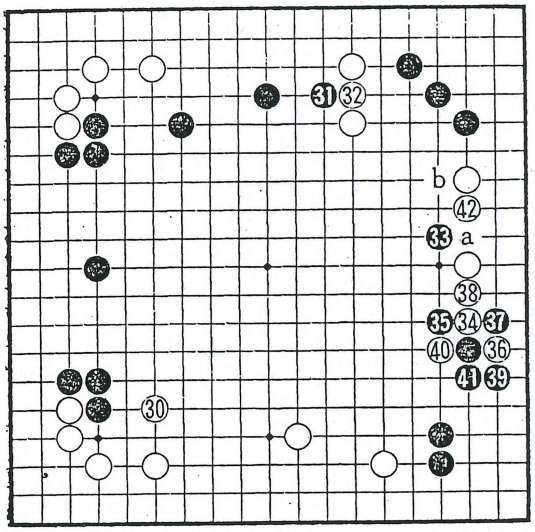
B(31)(33) begins the attack. If W(34) at a, B at b, and B indirectly attacks the W(32) group of stones while "leaning" against these W stones.

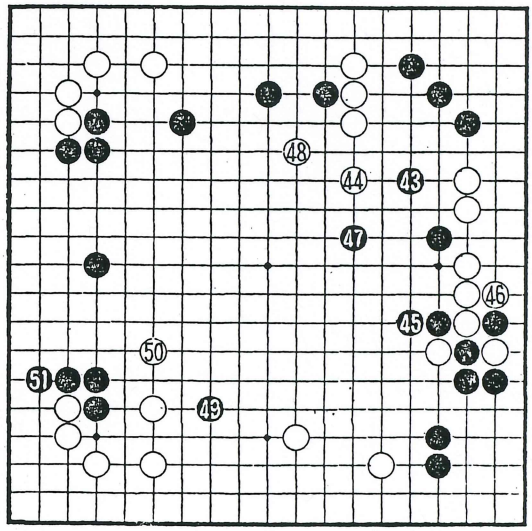
W(34)-(42) is an excellent display of a series of technique to avoid B's strategy.

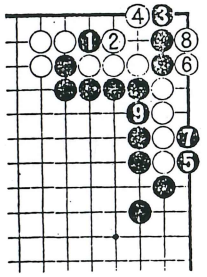
Nevertheless, with B(43) B does separate these two W groups and retains the initiative of the attack.

B(47) attacks and protects itself.

B(49) is advanced strategy. Basically, B's intent is to draw the W(50) response and to get the B(51) play. B(51) makes this side safe from invasion and seeks to diminish W's corner territory. Added to this,B(49) is very well placed to hamper W from forming in this area. The mid game fight is on.



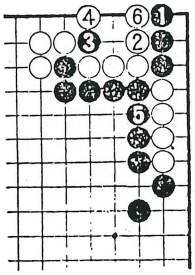




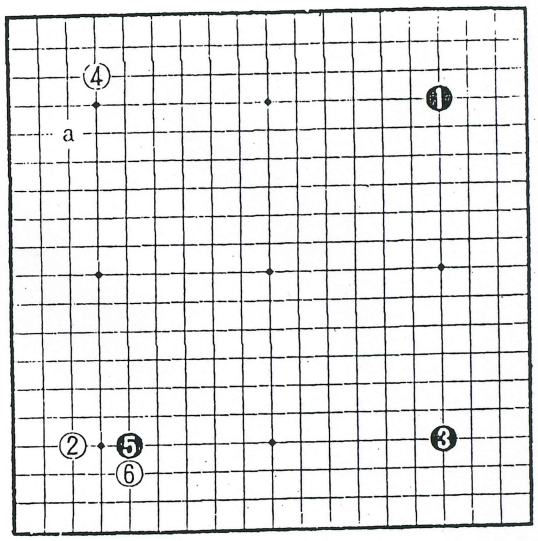
ANSWER TO TESUJI PROBLEM #22:

B(1) and then (3) is the correct line of play to win.

A simple extension at (1) fails because W(4) saves a liberty and wins this race.



FUSEKI STUDIES: THE TWO STAR OPENING
HIDEYUKI FUJISAWA(W) vs SAKATA(giv 4½ pts)



B(5) is normally played against this W(2) (4) opening. If B(5) at a, W at (5) and W is now in position to either pincer the B stone at a or to develop out towards the B(3).

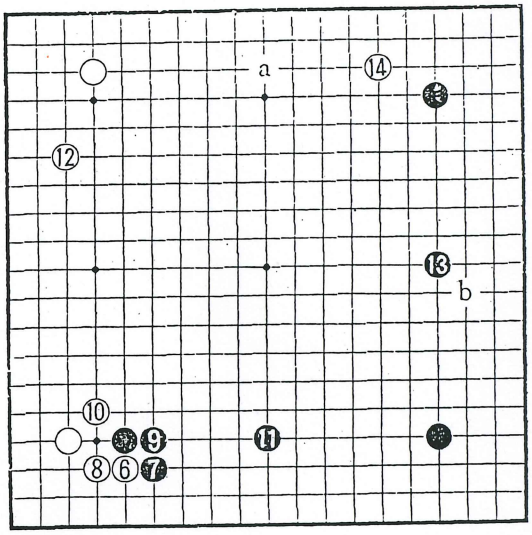
W(6)- B(11) is standard joseki.

W(12) is one of many possible lines at this point of play.

B(13) forms the 3 Star position. If B(13) at a, W would play at b.

W(14) is orthodox, following the general rule "to approach from the more open side".

W(16) is a standard manuever. The double approach at (24) leads to a difficult fight. for W. B would play at (16), W at a, B at b, W at c, and B cuts at d.

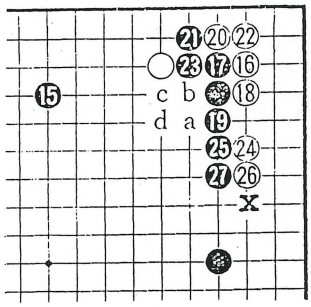


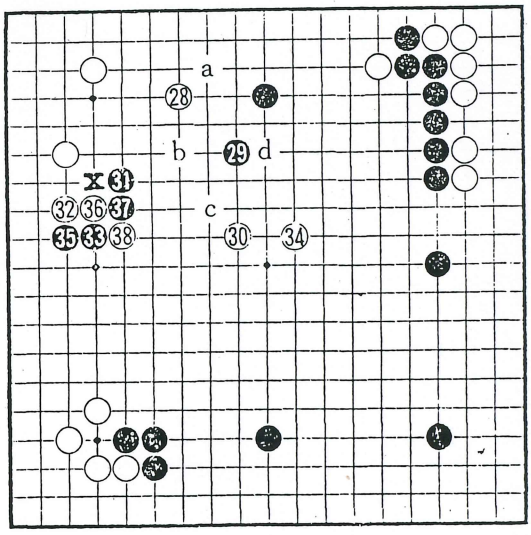
The exchange through W(24) is joseki. B pushes (25)(27) and plays for "influence". W gains the corner, has the sente, and gains a measure of satisfaction in diminishing the value of the nearby B stone on the side Star point (e.g. this stone would be better played at x).

W(28) recognizes the growing center and does not play the usual play at a.

B(29) is a good play. If W at b, B has a smooth continuation at c. B(29) simply jumping out at d lacks verve.

Thus the counter play at W(30). The selection of the precise point for a play like W (30) is always difficult. The general rule is to avoid playing too deep into the potential and getting caught but deep enough so that it would be unsatisfactory to hold the line meekly at that point. W(31) at (34) would be unsatisfactory.





B(31) counters with a play pushing into W's territory while keeping an eye on the W(30) stone for an opportunity to pounce on it. B(31) at x is a more orthodox manuever.

W(34) reenforces this W(30) stone while further denting into B's potential territory. B(33) was getting uncomfortably close to blocking W's escape to safety.

B(35) pushes in and W counters with a cut with (36)(38) and the mid game fight begins in earnest.

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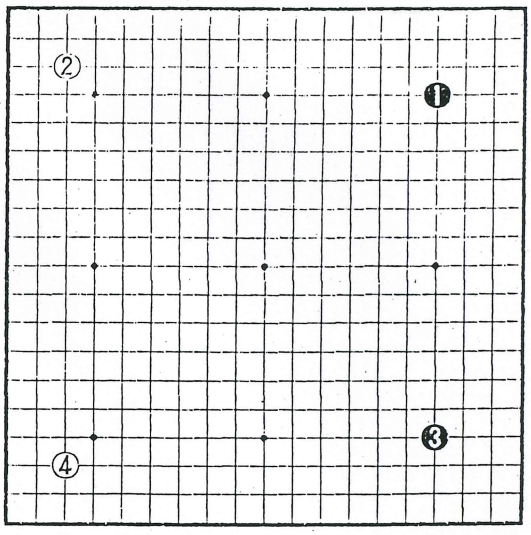
FUSEKI STUDIES: THE STAR OPENING
TAKAGAWA(W) vs SAKATA(giv 4½ pts komi)



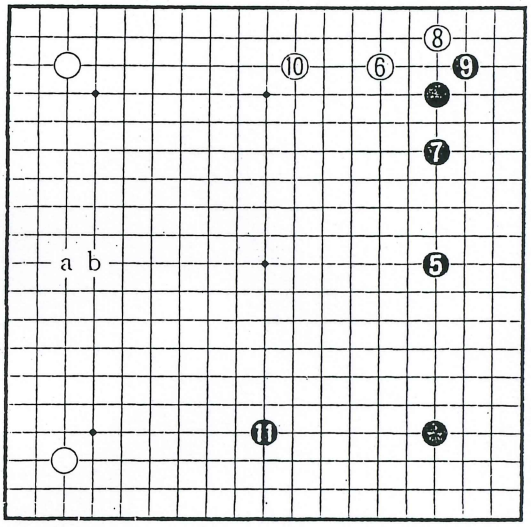
W(2)(4) are both at the 3-3 point. By taking this extreme position of stressing "territory", W issues a clear challenge against the B(1)(3) Star opening, which stresses "influence" and the value of development.

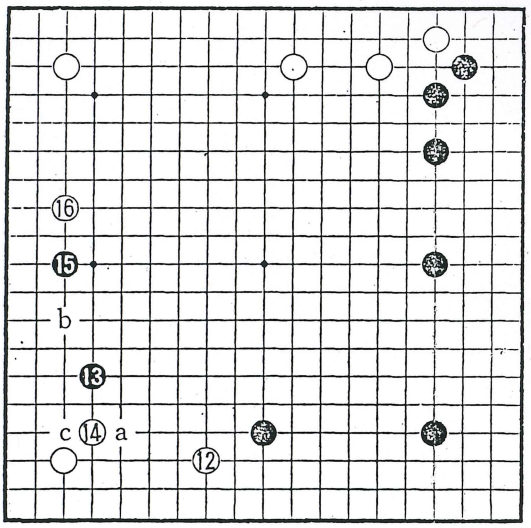
B(5) maintains "influence". This positionning is called the 3 Star opening.

W(6)-(10) is a regular joseki.

B(11) would be played on the upper side if the W(6)-(10) manuever was played on the lower side. Either one of the sides is more important in this game than at a or b. The reason is that either a or b does not begin to threaten a big potential because of the low 3-3 positions of both W(2) and (4).

W(12) is a good play. This is also consistent with W's stand to stress the third line and therefore stress"territory" rather than "influence".





B(13)(15) is a related sequence and standard play.

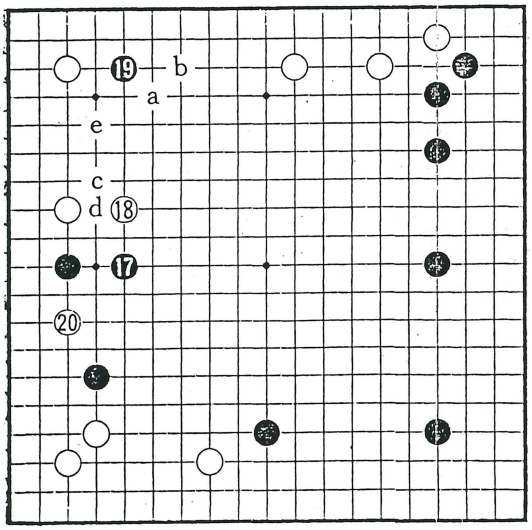
W(14) requires closer analysis. Normally, W(14) would be at a, especially if W (12) were further extended. But the main aim of W(14) is the threat to invade at b. As far as the corner is concerned, W(14) at a, leaves room for a future B's play at c.

W(16) maintains the pressure against B.

B(17), orthodox. W(18) keeps the pressure on.

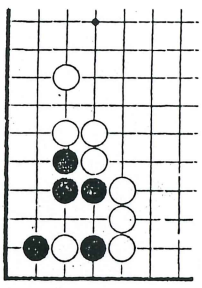
B(19) prevents W at a, an ideal for W.

W(20) follows through with this invasion. Although W(20) at b is indicated, since B is not under any undue pressure with B at c, W at d, and B at e, W chooses to investigate B's response to this invasion.



NEW PROBLEM:

W to play and kill ...
A ko is not an acceptable solution.



B(21) chooses to give W this territory, a fairly substantial territory, and play for the outside "influence".

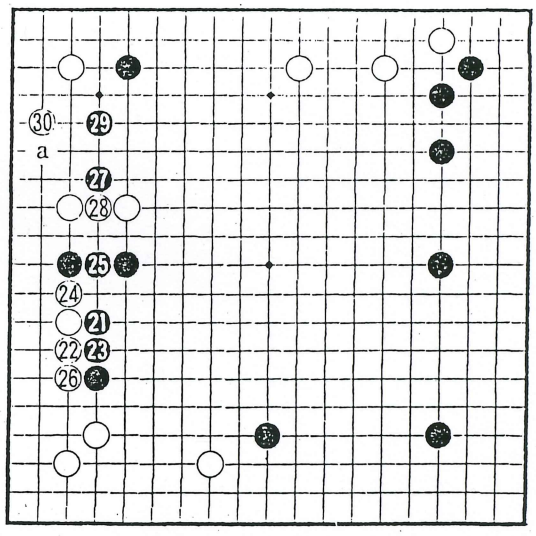
B(27)(29), controlling the initiative at this point in the opening game, makes up for the loss of territory suffered earlier.

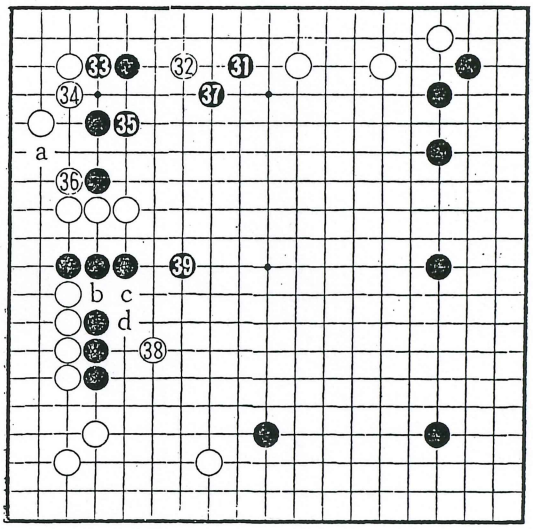
W(30) does not as yet completely join the W stones together because of the possibility B's play at a.

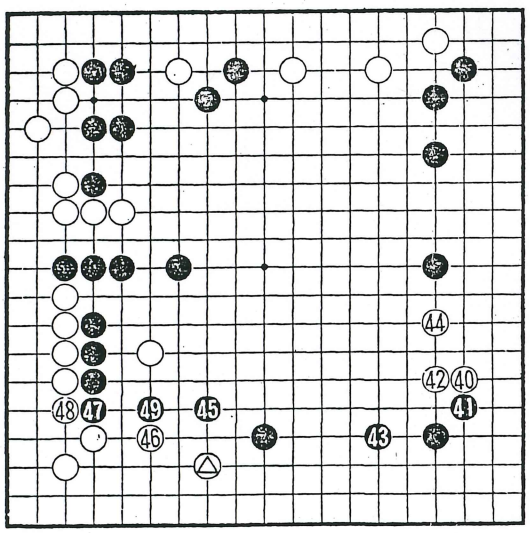
W(32) invasion is again an investigatory play used frequently by the experts. The basic idea is to toss the responsiblity and thus the burden of deciding the course of future events at a time when such decision is very difficult to make.

B(33)-(37) decides to capture this W stone. W's gain is the elimination of the weakness at a through the natural course of plays.

And with this weakness taken care of W(38) starts an attack of its own. The sacrifice of the W(32) stone has been amply repaid.





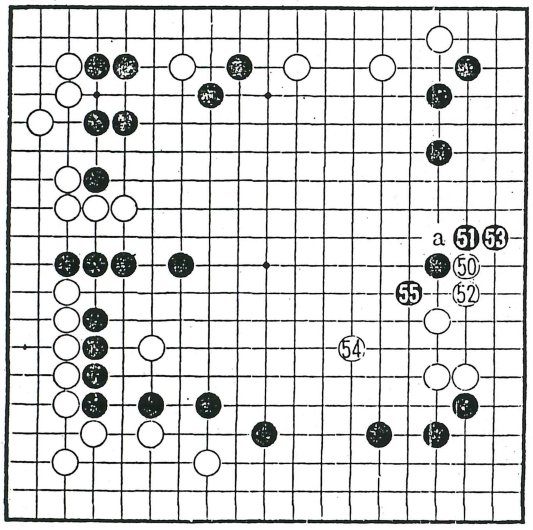


B(39), correctly, avoids being entangled with the now minor loss of W at b, B at c, and W at d.

W(40) is the correct side to approach. Since the open space is the same as on the (43) side, another factor is brought into the picture to get this judgement. Since the presence of the W(12), which is marked with a triangle, makes it difficult for B to form territory on this B(43) side, W should invade from the other side where B had a better chance of realizing a substantial territory.

B(45)-(49) defends the B group on the left. W also defends with (50)(52).

B(53) is not as sound as at a, but exerts greater pressure against this W group. Therefore W(54) is necessary. B(55) continues the attack while indirectly protecting the weakness at a. The mid game fight is on.



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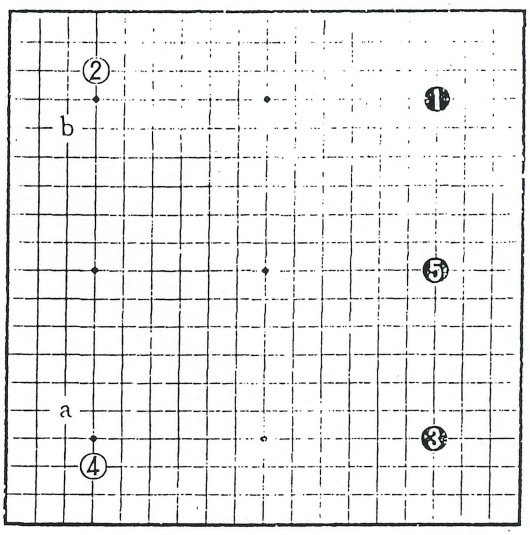
FUSEKI STUDIES: THE STAR OPENING
SUGIUCHI(W) vs TAKAGAWA



B(1)(3)(5) forms the Three Star opening. This opening is often seen played against W's "facing" Low point opening. After B(5), B is assured of a play at either a or b.

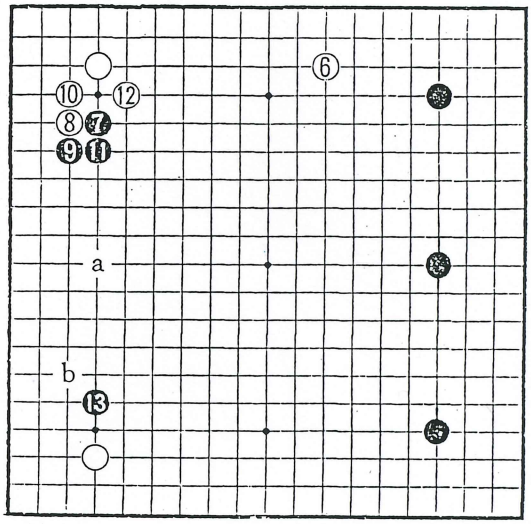
W(6) ventures away from the orthodox emphasis of the corner closures.

B(7)-(12) is joseki. The choice of W(12) was made in relationship to W(6).

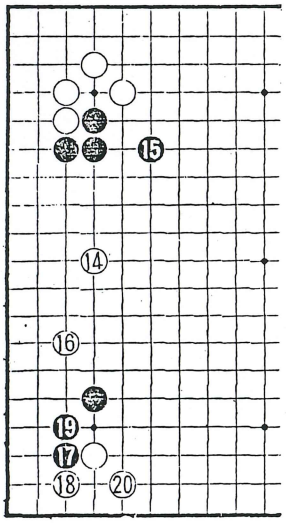
B(13) at a, W at b, is a valid variation.

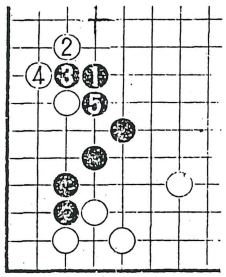
W(14) counters. B(15) is important because W's play at this point forms an ideal balance with the W(6) extension.

Against B(17), W(18)(20) is the correct response here. The more usual joseki where W (18) turns in at (19) would be poor because W ends up with a wall along W(16) and makes the previously played W(14) a small and therefore a poor extension.

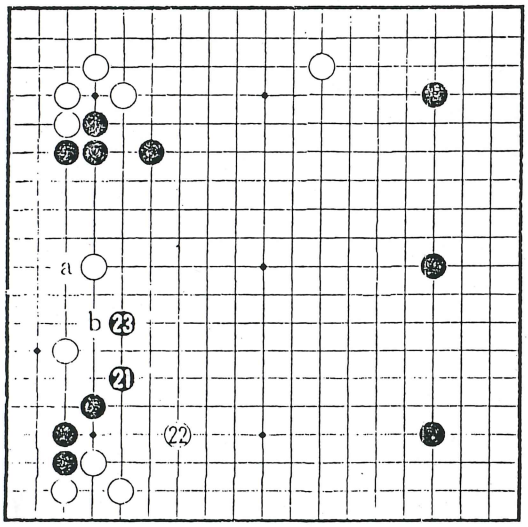


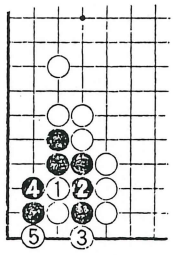
B(21) is the correct continuation. B(23) is correct form here. Dia. A: Without the W(14) stone, the joseki is B(1)-(5). Or, if the W(14) stone was at a, B(23) at b, would be a good play.





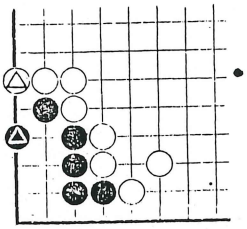
Dia. A





ANSWER TO PROBLEM IN #24:

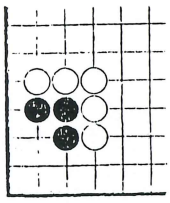
W(1)(3) followed by (5) and giving up 2 W stones leaves B with only one eye. If B(2) at (4), W at (5).



NEW PROBLEMS:

...W to play and kill.

B to play and live ...



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W(24) could have chosen the line at a, B at b, and W at c.

B(25) can not allow W to play this point.

W(26) at d, would be weak. B would enclose this W group with a play at e. This type of being restricted in at such an early stage of the opening is generally poor.

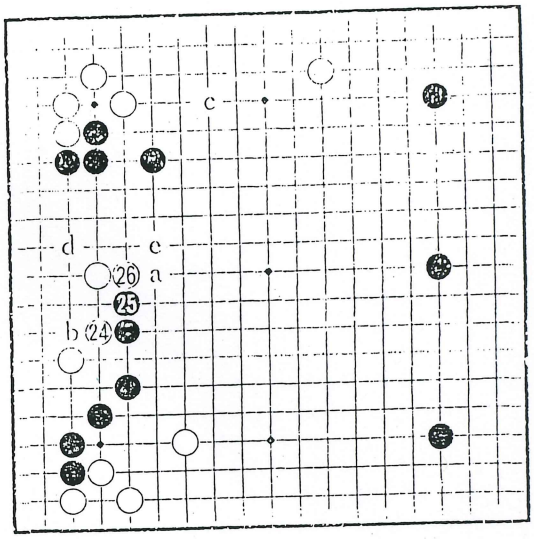
B(27)(29) refuses to back down.

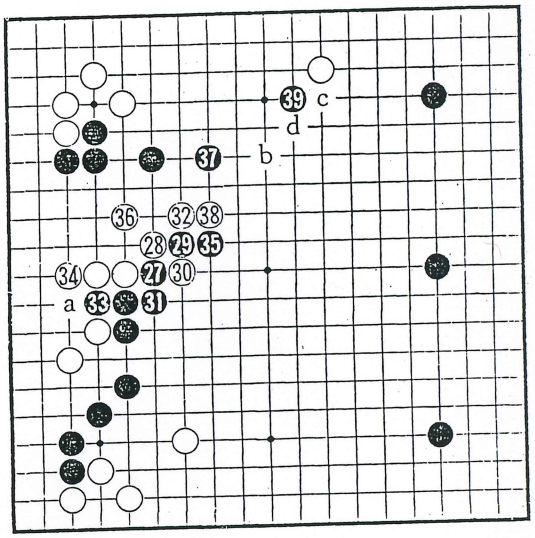
B(33) following W(32) was an excellent sequence of play. W(34) could not be helped. If W(34) at a, B cuts at (34). If W(34) takes at (35), B at (34) and connects with the upper B group. If B(33) was played after W(36) W would not have been able to answer at a.

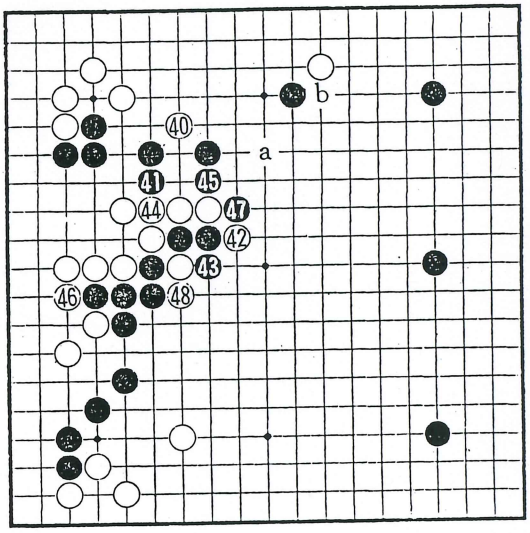
B(39) at b, lacks force against the upper W stone. If W answers at c, B at d.

W(46) at (47) was perhaps better in view of the waiting 3 B stones on the right. If B cuts through at (46), W can attack at a, and thus fight near its own area of strength. Or, if B plays at a, instead of coming through at (46), W can now play at (46).

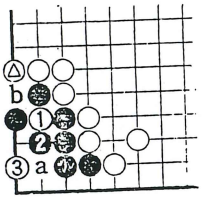
B(47) starts the difficult mid game fight. To the extent that this fight will shift towards the three B stones on the right, B has succeeded in utilizing the "influence" value of the three Star opening.



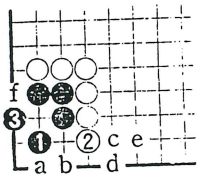




ANSWERS TO PROBLEMS:



W(1) sacrifice followed by (3) is the correct kill. If B continues at a, W at b.



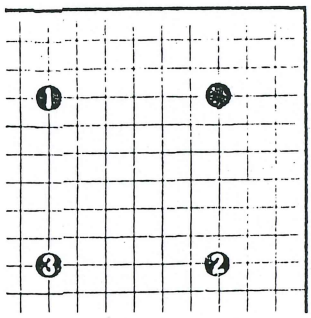
B(1) is the correct play. If W(2), B(3) lives. W at a, B at b. Or, if W(2) at (3), B at (2), W at c, B at d, W at e, B at f and lives.

THE BASIC ESSENTIALS FOR HANDICAP OPENINGS

The handicap stones are placed on the Star points. Therefore, the proper understanding of the Star opening is essential.

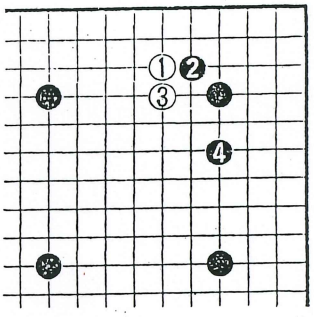
The main characteristic of the Star opening is its fast paced development. Where the classical Low point opening expends two stones for the corner before extending out to the sides, the Star expends only one stone for the corner and extends immediately out to the sides.

Dia. A: B(1)(2) out to the sides, and B(3) out to the center is a good example of the fast paced development inherent in the Star. This "box" formation is not as yet territory. It would be more accurate to describe this formation as an area of "influence". W would most likely invade because if this area became completely B's territory, it would be too big. Therefore, it could be assumed that B's strategy was to invite W's invasion. And B's aim as being to make its gain by taking advantage of the outnumbered invading W stone.



Dia. A

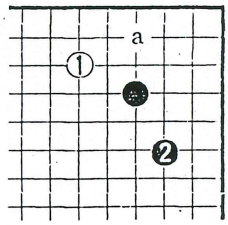
Dia. B: If W(1), B(2) nudging W(1) to add W(3) and thus making this group "heavy" (less readily sacrificed) and B(4) continues the pressure and forms territory on this side. This is a standard attack and illustrates the "aggressive" intent of the Star opening.



Dia. B

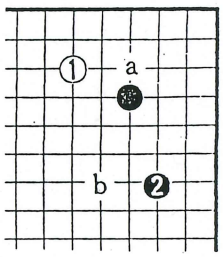
While the Star opening is more apt to involve the whole board with an aggressive, fast-paced development, a study of the basic corner defenses from the Star point is necessary.

Dia. 1: W(1) is the most commonly played attack against the Star. B(2), the Small knight's defense, completes with an additional stone at a. The advantage of this modest defense is that this territory becomes safe or completed with just three stones.



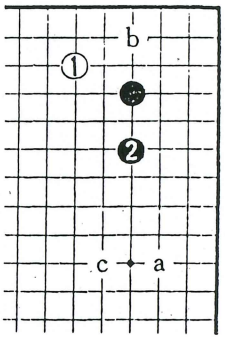
Dia. 1

Dia. 2: B(2), the Big knight's defense, is a four stone development and completes with the additional B stones at a and b. Although it requires one more stone than the Small knight's defense, the completed territory is much bigger.



Dia. 2

Dia. 3: B(2), the One skip defense, is the most ambitious of these three standard developments. This five stone development completes with the additional stones at a, b, and c. Since the completion of this development is generally too good to allow, it is more likely to be interferred. When that happens, B should counter attack. Thus, the One skip defense is invested with a strong "aggressive" intent. This one skip defense has the closest affinity of intent with the original Star opening. The Star opening is non commital; poised neither low nor high and neither to the right nor to the left. This fluid quality is its difficulty and at the same time it is the most rewarding for the advanced strategists.



Dia. 3

The correct attitude for the player taking handicap stones is to play strongly. Strive for the best play at all times! If we assume the following; a play is worth 10 points, over the course of 100 plays - W makes 10 points for each play but B makes 9 points for each play, W ends up ahead by 100 points.

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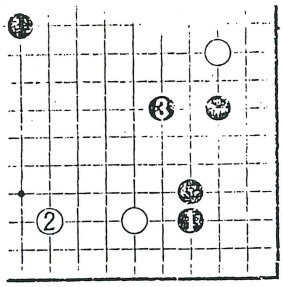
HANDICAP OPENING: 5 STONES GAME

W(1) is the standard Small knight's attack. B(2) is the One skip defense.

B(4) chooses the Big knight's defense.

B(6) at a is the normal continuation. If B (4) was played at the one skip, B(6) would be the logical continuation.

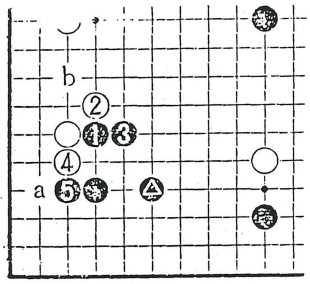


Dia. A

Dia. A: B(1)(3) completes the original intent.

Thus, W(7) takes advantage of this neglect and gains territory in this corner. B (14) is correct.

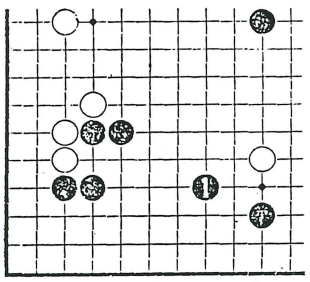
B(16) is sound, correct.



Dia. B

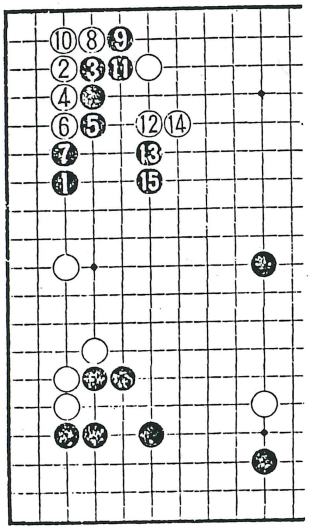
B(18) may be played simply at (24). B(18)-(24) is called the Lay-on variation. Although it is forcing, its intent is defensive. The advantage is safety. It is considered a weak variation because B chose not use its additional stone to the fullest value.

Dia. B: To explain the above point, if we visualize that B has the standard one skip (marked by triangle) and W has the extension out to the side, B would play at a, threatenning the invasion at b or even invade directly at b. B(1)-(5) eliminates this threat and adds too little in return.



Dia. C

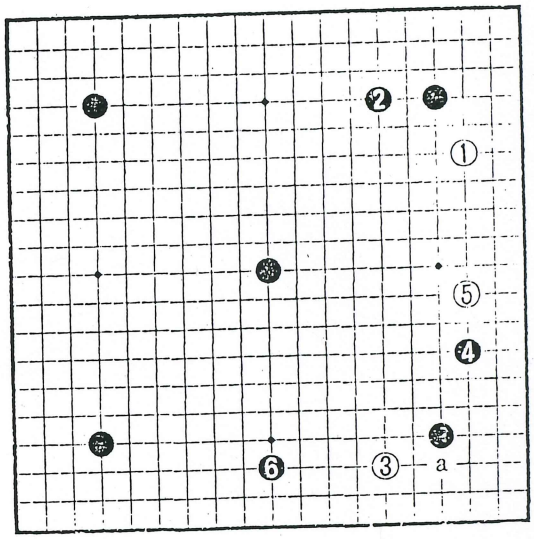
Dia. C: B(24) should be played at (1).

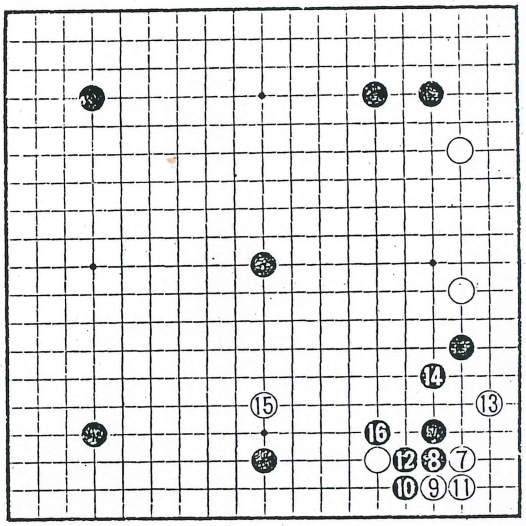


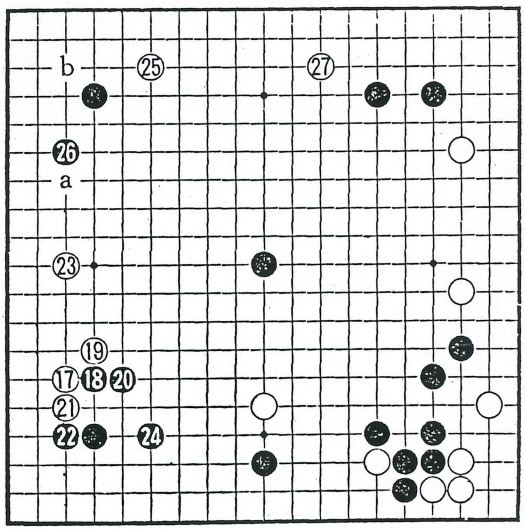
Dia. D

B(26) is the correct choice here. If the Big knight's defense at a was chosen, W would invade at b.

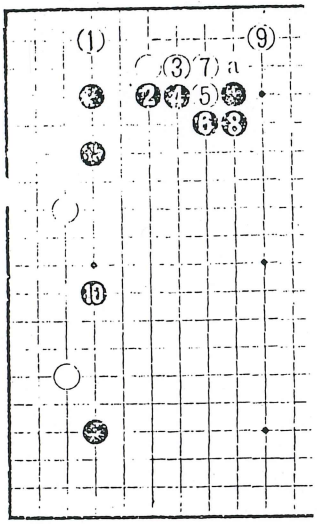
Dia. D: If B(1), W(2)-(14) is the joseki variation that gains the corner for W and B gains a wall of influence. In this case, it is poor for B because the wall thus created is nearly nullified by the presence of the group of W stones on the lower left side of the board.







HANDICAP STUDIES: 4 STONES OPENING



Dia. B

This game illustrates the One skip defense and its "aggressive" intent.

W(5) extends out from (1) and interferres with B's completion of the One skip.

While B(6) is valid as a whole board strategy, the more direct lines are ...

Dia. A: B(1) is a good choice. B(3)-(11) is an excellent example of an "aggressive" follow up. When B has a chance, B at a, would be a good subsequent play.

Dia. B: If W(1), B(2)-(8) is a sound line, building this wall and invading at (10). If W(9) protects at (10), B plays at a.

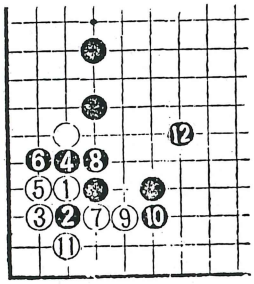
Dia. C: If W(1), B(2)-(6) favors B.

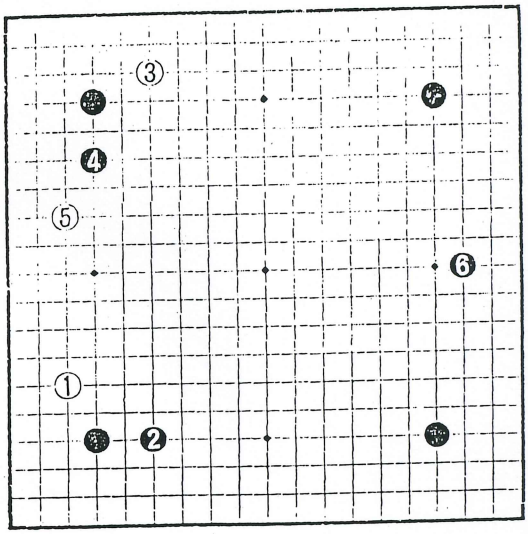
Dia. D: B(1) would be the standard choice if attacking this side. W(2) at a would be a weak play and B may continue at (5), having forced W on the second line. W(2)(4) is the normal aggressive choice. B(5) good.

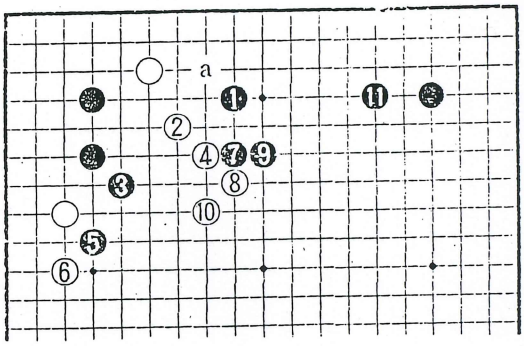
Dia. E: If W(1)(3), B(2)-(12) is good for B. Dia. F: W(1) is not tenable. B(2)-(20) leaves W with an impossible situation.

Dia. G: W(1)(3) is a standard manuever to resolve this type of situation. B(4)(6) is the strong counter and the result through B(12) is unimpeachable.

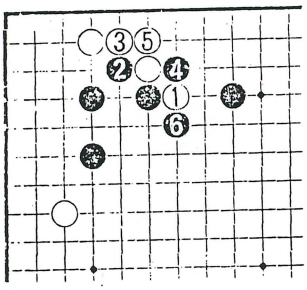
Dia. G ...



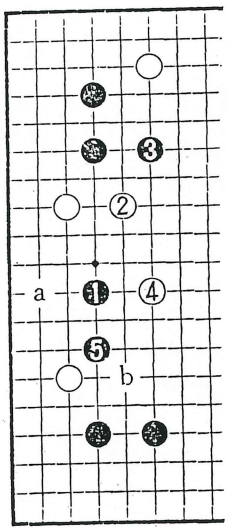




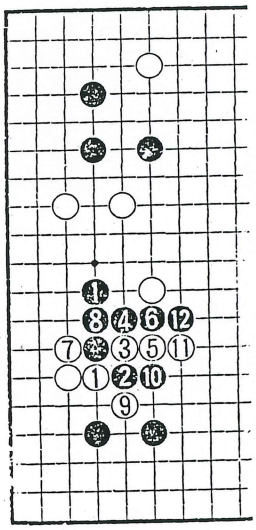
Dia. A



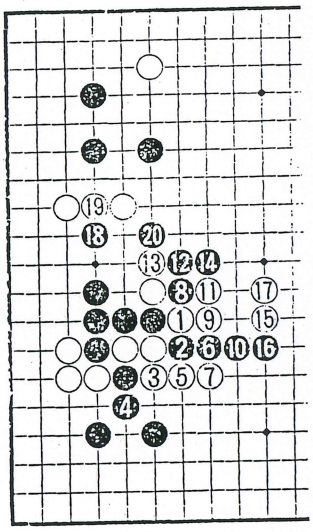
Dia. C



Dia. D



Dia. E



Dia. F

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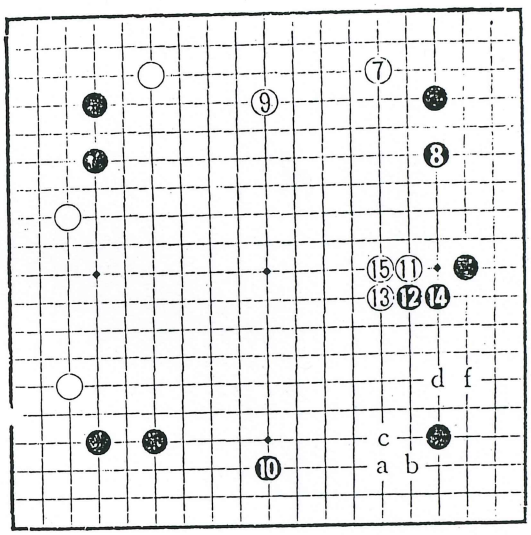
B(8) at (9) is even conceivable. B(8)(10) are correct plays.

W(11) is a standard capping play. If W(11) at a, B at b, W at c, and B at d. The same technique is employed if W(11) is played at f. Since W(11) can be answered in so many ways, the burden of choice falls on B. A similar type of harassment favored by advanced strategists is to present two equally good choices that would elude an easy decision. B (12)(14) is an orthodox manuever.

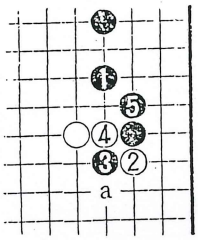


Dia. H: B(1) is the more commonly employed response. Against W(2), B(3) before (5) is the best if W can not capture the B(3) stone with the ladder.

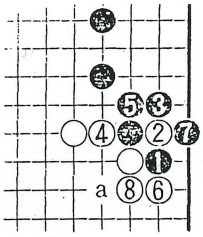
Dia. I: If the ladder favors W, B(1)-(7) is the standard line. W(8) may be played at a.

Dia. J: W(1) is poor. B (2) gains for B.

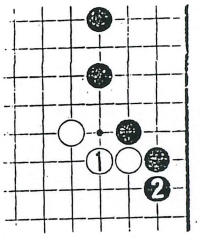
Dia. K: B(1)(3) is a poor exchange for W(2)(4). This variation would only be acceptable if safety was the prime factor.



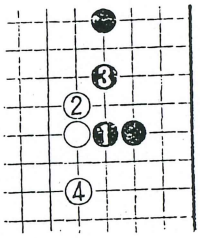
Dia. H



Dia. I



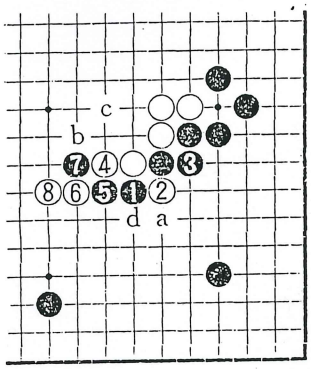
Dia. J

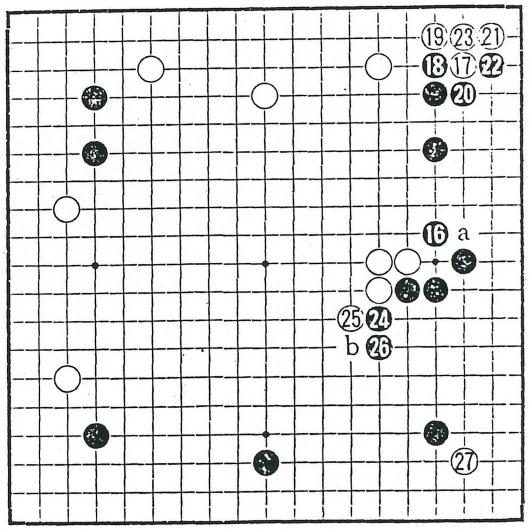


Dia. K

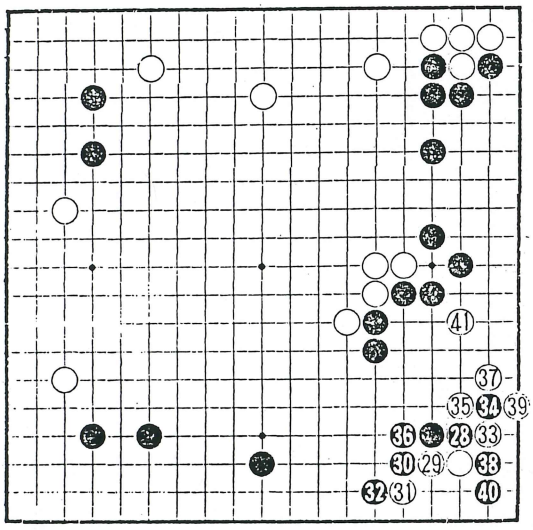
B(16) is not consistent. It should be at (24) and if W at a, B at (25). Or if after B at (24), W at (25), B turns out at b.

W(17) prevents the completion of this territory. B (20)(22) is a variation to gain sente. It is the apt choice and correctly followed by B(24). But B(26) should turn out at b. Dia. L..

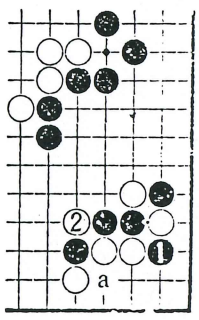




Dia. L: B(1)-(5) builds this potential of B's to its maximum possibilities. If W(6), B(7) is the best. Even after W(8), B can fight favorably with either b or even c because W's play at either b or d does not capture with a ladder.

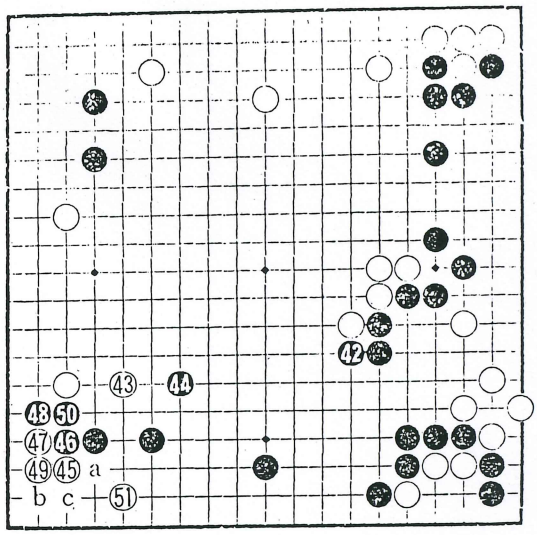


W(35) plays for an exchange. B(36) is correct. Dia. M: B(1) or at a would suffer the double atari with W(2).



Dia. M

HANDICAP STUDIES: 4 STONES GAME - concluded

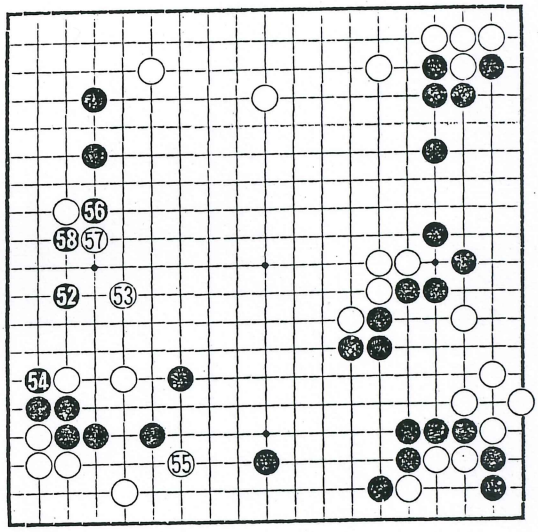


B(42)(44) are valid plays aiming for the center. However, B(48) was not the right choice. B(48) should take the variation at a, W at b, B at c, and W at (49).

Although for the moment W has gainned through the variation up to W(51), B still has a chance to make up for this loss by strongly invading into W's position at the left.

B(52) is very good. W(53) is a play aiming at resolving this situation with the minimum of loss.

'B(54) is a weak defensive play. B(54) should strongly attack at (57) and separate the W forces.



Dia. N: B(1)(3) is the strongest line here. If W(2)(4), B(3) and cutting at (5) leads to a substantial gain for B.

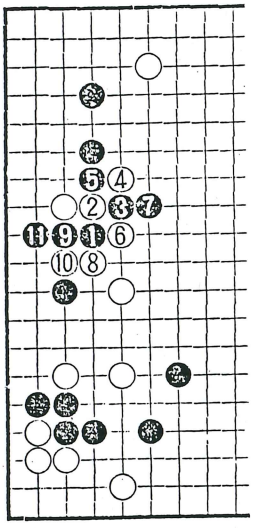
Dia. O: If W(1)(3), B(4) wins because it either captures the three W stones or connect with the B group below with a.

B(56)(58) is poor here.

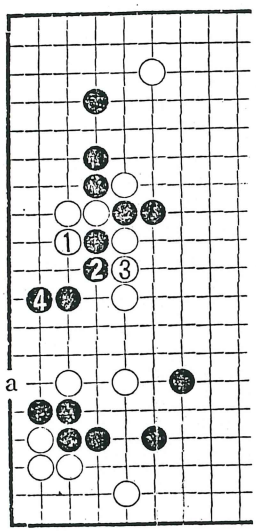
Dia. P: B(1)(3) is the better line and this does not let up the pressure on the W groups.

W(59)(61) is correct technique.

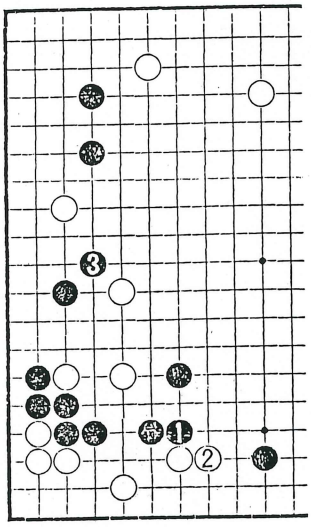
W gets to jump into this corner with W(63). B(64)-(68) and getting the turn at (70) is correct. In spite of the fact that B did not play the strongest or the best plays on a number of occasions, B made no serious blunders and at this point still retains the edge.



Dia. N



Dia. O



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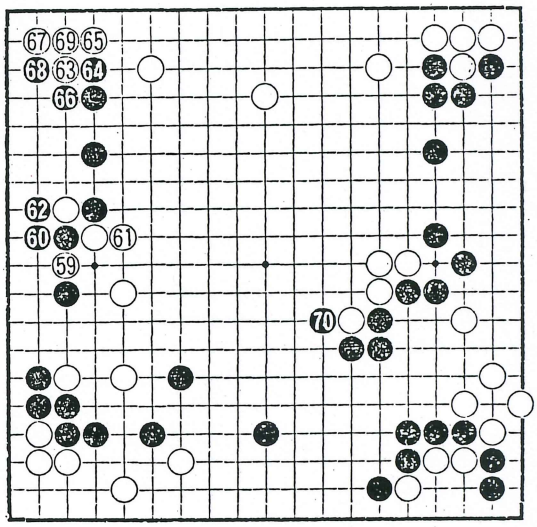

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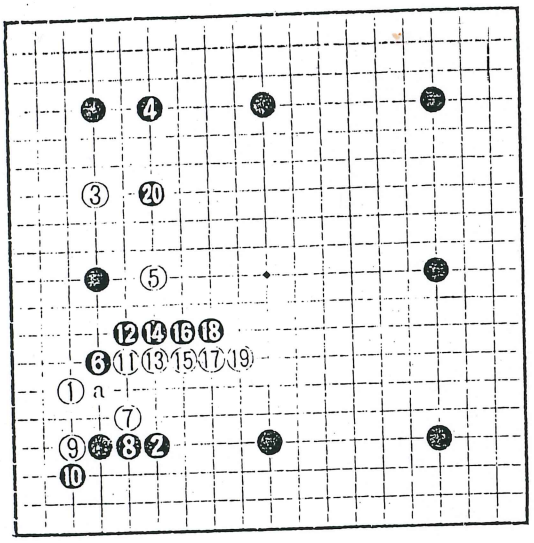
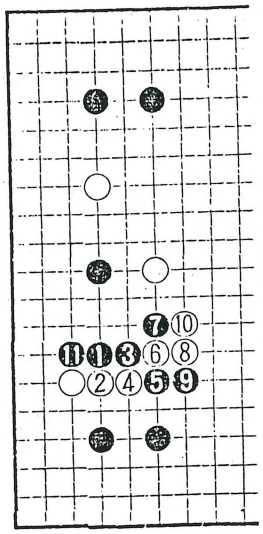
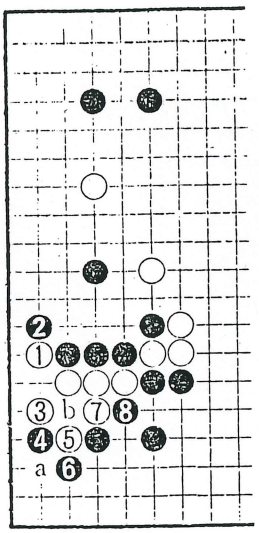
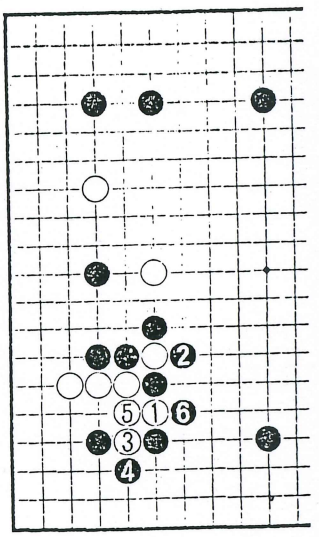




Dia. A



Dia. B



Dia. C

HANDICAP FUSEKI: 8 STONES GAME

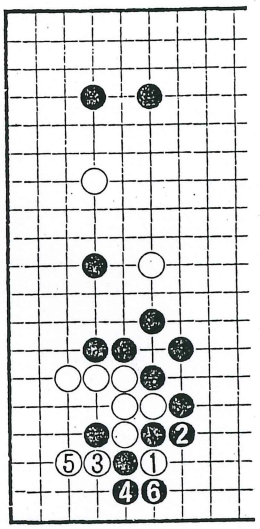
B(2)(4) are the best in terms of considering the presence of the side handicap stones.

W(5) is one of several major "book" attacks against large handicaps.

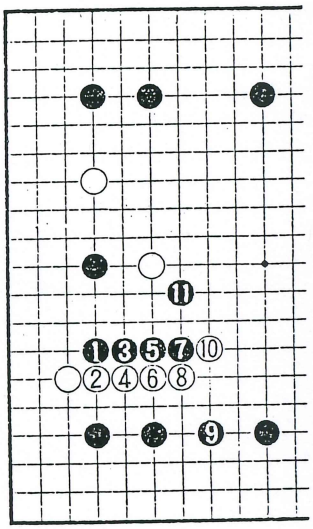
B(6), the "shoulder" attack, is a standard technique.

W(7)-(11) is a clever combination. However, the result after B(20) favors B. If W(15) is played at (16), B should push through at a and continue to push through between W(11) and W(7).

Dia. A: W(2) is the direct counter attack against B(1). B(3)(5) is the strongest line. Since B(7)(9) threatens the ladder, W(10) is necessary. B(11) now wins against the three W stones.



Dia. D



Dia. E

Dia. B: W(1)-(7) is perhaps the variation most feared because of the ko. B(8) is correct. If W at a, B takes at b, and B should continue to capture the 4 W stones, ignoring W's ko threat, because a threat of bigger value is not conceivable.

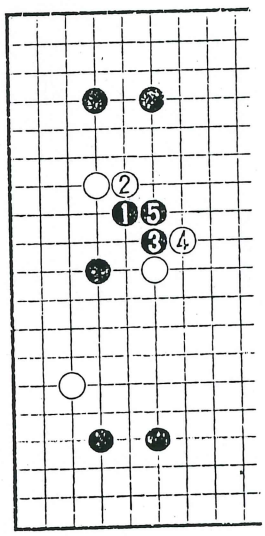
Dia. C: If W(1), B(2)-(6) gains on the outside.

Dia. D: Although W(1)-(5) gains the corner it can not match the value that B gains on the outside.

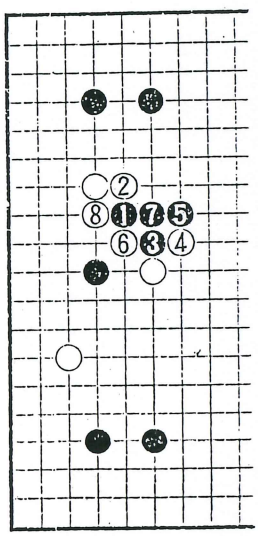
Dia. E: B(5)-(11) is also a valid line. Its chief virtue is its simplicity.

Dia. F: B(1)-(5) is the correct technique to separate these W forces and pull out the B stone at the same time.

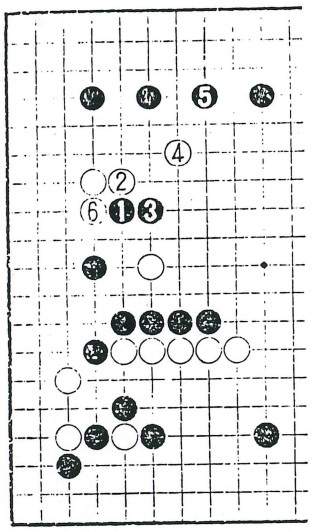
Dia. G: While B(5) looks better, this is not correct here because W(6)(8) severs the B forces.



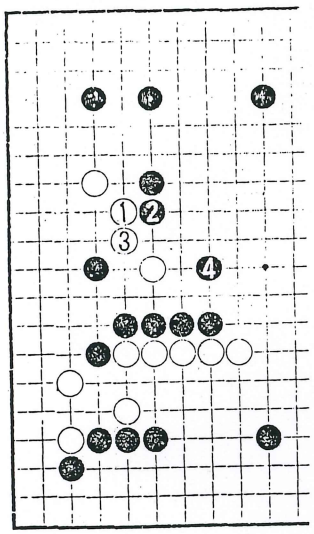
Dia. F



Dia. G



Dia. H



Dia. I

8 STONES HANDICAP GAME CONTINUED:

Dia. H: B(1)(3) is poor when compared to the B(20) in the main text.

Dia. I: This diagram illustrates the proper use of the wall of "influence" gained earlier.

W(21) is a standard manuever.

B(22) is a correct orthodox reply stressing the value of the corner.

W(23) presents a problem because B must choose between holding on to the corner or giving it up for the side.

Dia. J: If W draws back at (3), B(4). And if W(5), B plays at (6). This exchange presents no complexity for B and therefore favors B. An added advantage for B is that this W is still not safe.

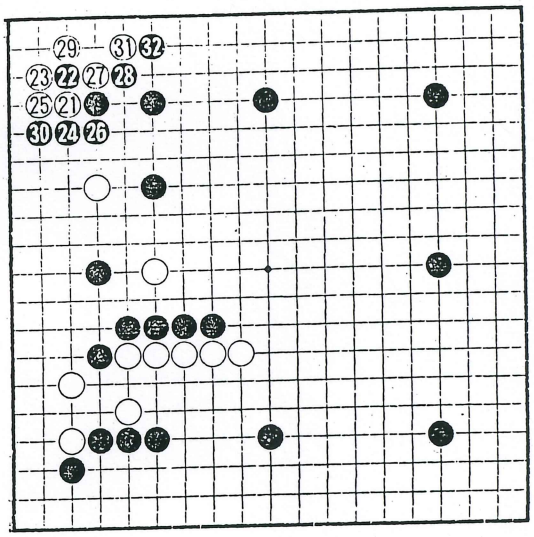
Dia. K: While B(4)-(12) is a valid line and does hold on to the corner, it is not as good as the exchange in Dia. J.

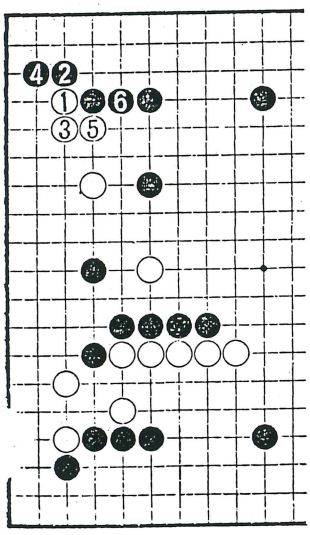
Therefore, B(24) is the maximum counter. B(26)-(32) gets ample compensation on the outside.

Dia. L: W(3)(5) is a valid joseki variation. B(4)(6) are the correct replies.

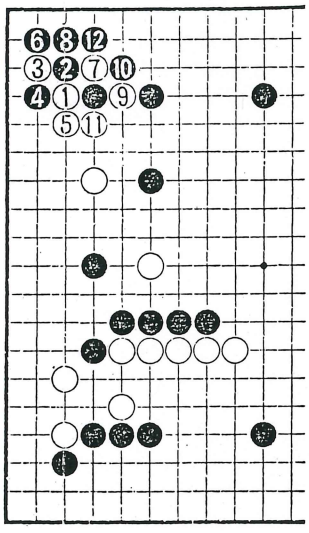
Dia. M: B(2) is a fighting variation. B(4) is a good follow up and the exchange through B(12) is amply satisfying because of the gain of "influence" on the outside.

(C) Takao Matsuda 1964

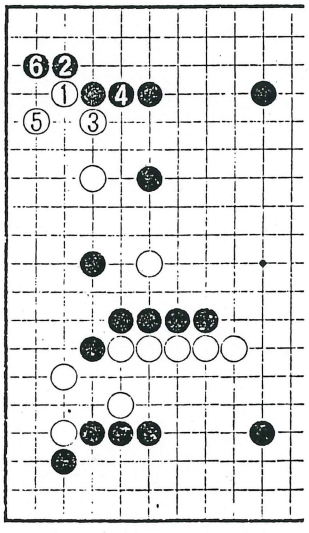




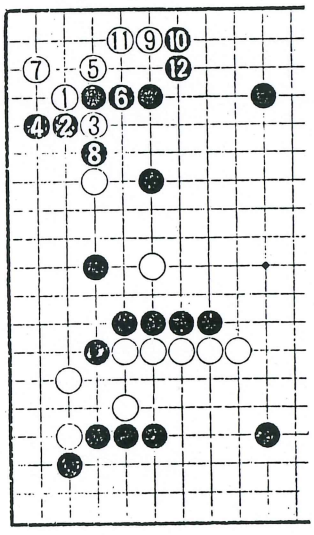
Dia. J



Dia. K



Dia. L



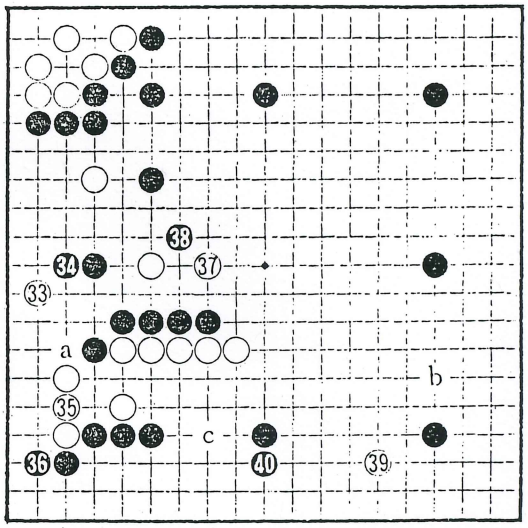
Dia. M

B(42) is a standard joseki variation and correctly leans on the stronger side. B(48) is the correct continuation when there is a handicap stone on the side. Without it, the correct line is to cut at (51).

W(33) is played before B gets to play at a.

B(36) is the correct reply to W(35).

Although B(40) is a sound defense against W at c, B(40) at b would also have been valid. B(40) also considers the pressure against the W(39) stone.



The exchange through B(64), W(65) gains a tremendous outside "influence" for B. B(66) initiates the last remaining area of dispute and B should have very little difficulty in winning from here on.

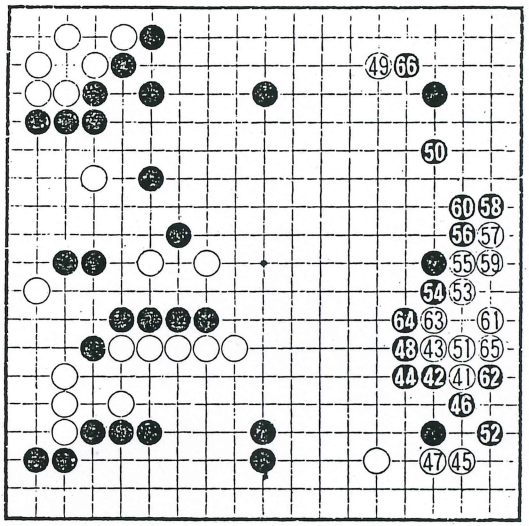
Dia. N: B(2) is another joseki variation. The exchanges through B(6) is valid. B aims at continuing at a.

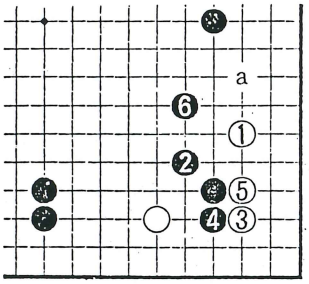
Dia. O: If W chooses to extend out at (5), B(6). And if W(7), B(8)-(14) is joseki. But in this case, W is in for a difficult fight in trying to save both W groups.

Dia. P: If W(1), B(2)(4) is a favorable fight for B.

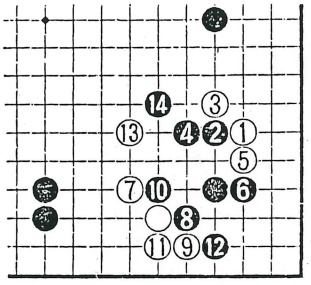
Dia. Q: B may even choose to avoid a fight by playing (2)-(5). This exchange is satisfactory for B.

Dia. R: B(46) may choose this variation. Especially in view of the two stones on the left formed by the handicap stone and B(40).

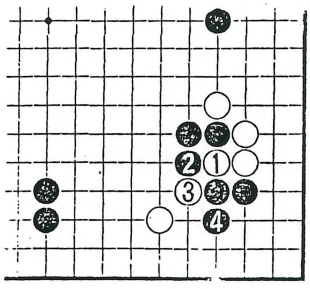




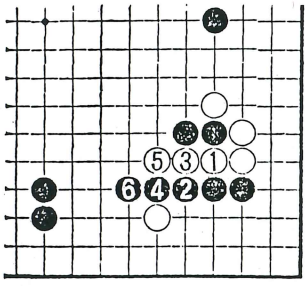
Dia. N



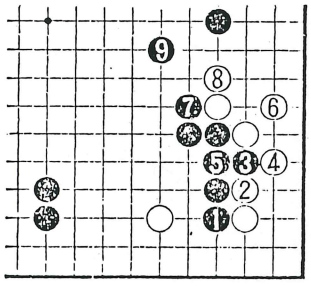
Dia. O



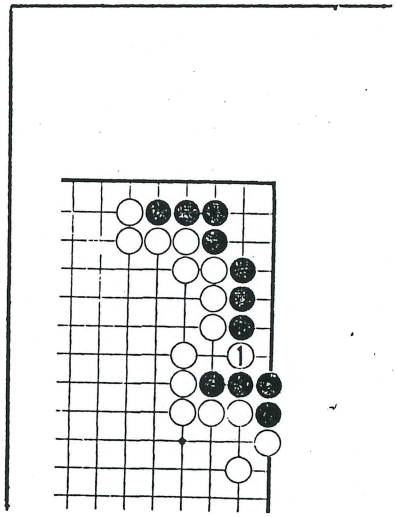
Dia. P



Dia. Q



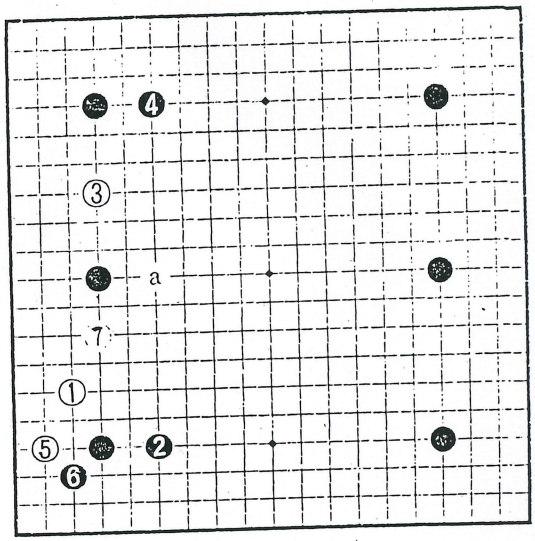
Dia. R



NEW TESUJI PROBLEM:

What is B's proper reply to W(1)?

HANDICAP FUSEKI STUDY: 6 STONES GAME



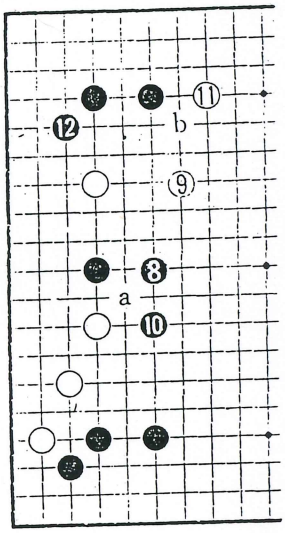
B(2)(4) are valid replies. When compared with the small knight's or big knight's defense, it invests the handicap stone on the left side with a greater meanning of a pincer attack against the W(1)(3) stones.

W(5) is most often played at a. This type of W(5)(7), establishment of sound positions and waiting for an opening, is favored by many players giving handicaps.

B(8) is a prudent play. This not only assures the safety of the isolated side stone, but attacks W(3) at the same time.

W(9) is a fast paced jump. It is weaker in terms of linkage when compared to the one skip jump.

B(10) is a good play. It strengthens the 2 B stones and restricts the 3 W stones at the same time. The value of this type of play may be difficult to understand because its value is not immediately apparent.

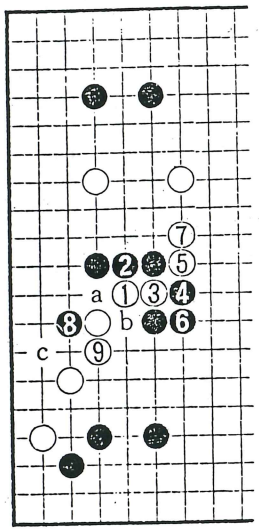


B(12) is a good, calm response against W(11). W has formed a loose encompassing net that is full of holes. It would be better for B to avoid a direct struggle like a play at b at this time. It would only add strength to W's flimsy structure. And without B(12), W can choose to play for the corner even though B succeeds in severing W.

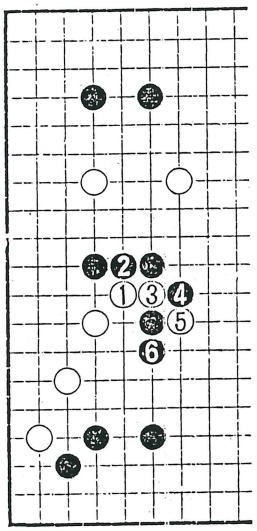
W's play at a need not be feared.

Dia. A: After W(9), B at a, W at b, and B at c, easily assures the safety of this group. It is the W group that is in more danger.

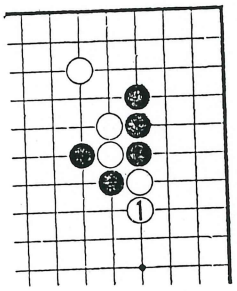
Dia. B: If W(5), B(6) is the correct play.



Dia. A

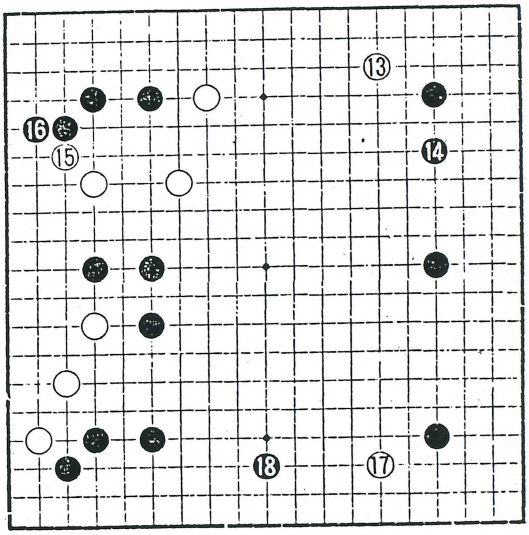


Dia. B



TESUJI PROBLEM:

B to play...



Against the B(18) pincer, it is more usual for W to enter the corner at a. In handicap games however, W generally chooses to counter pincer at (19) or at c in order to make it more complex and thus more difficult for B.

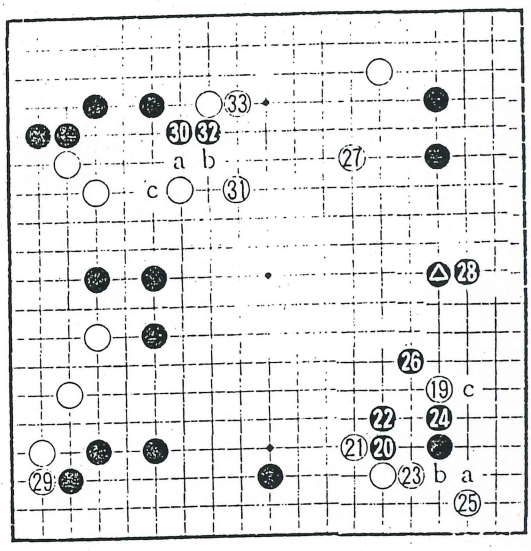
B(20)- W(25) is joseki. B(26) is the good play in relation to the B stone on the side (marked with the triangle). Without this stone, the joseki is to play B(26) at c.

B(24) at b, is not valid. W pushes through between B(20) and the stone on the Star.

W(27) is not really sound. This type of play is often utilized in giving handicaps to lure B's invasion, thus an exposure to danger.

B(28) is an excellent play. This is a good manuever to learn in taking large handicaps. This type of side play takes precedence over a play in the corner because the value of two sides is bigger than the value of one corner.

W(29) is a good play. It would also have been a good play for B.

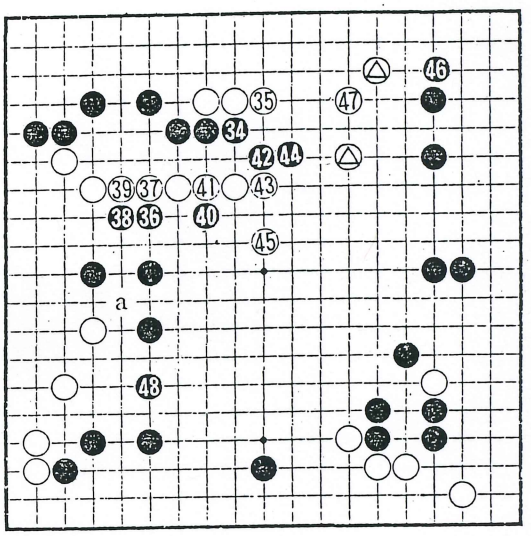


Now that B has no group in danger, B(30) is a sound attacking manuever. Although an invasion in the upper W's area is valid, it would require considerable skill.

W(31) at (32) is not valid. B would continue at a, W at b, B at c, and the W stones on the left would be cut off.

B(32)(34) allows W to gain on the 4th line, which in its self is poor for B. This loss is counter balanced by the value of the attack against the W stones on the outside.

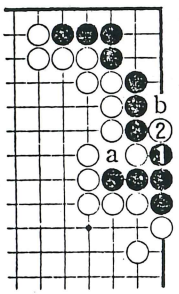
B(36)(38) strengthens B by eliminating the possibility of W's play at a.



B(40)-(44) continues the pressure against this W group.

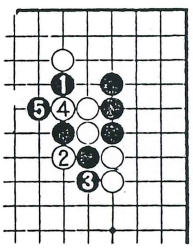
B(46) gets the last remainning corner and forces W to protect at (47).

B(48) leaves no weak B group on the board. Since B has more territory than W and W still has an unsettled group in the center, B has a clear edge in the game. This game is a good illustration of B's sound positionning. At each stage, B chose to fortify itself before attacking and left no opening for W to attack.

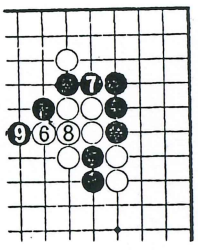


ANSWERS TO THE TESUJI PROBLEM:

If B(1), W(2) followed by B at b, W at a, captures these B stones. Therefore, B(1) should be at (2).



B(1) is the excellent sacrifice technique. B continues the pressure with (9). B good.



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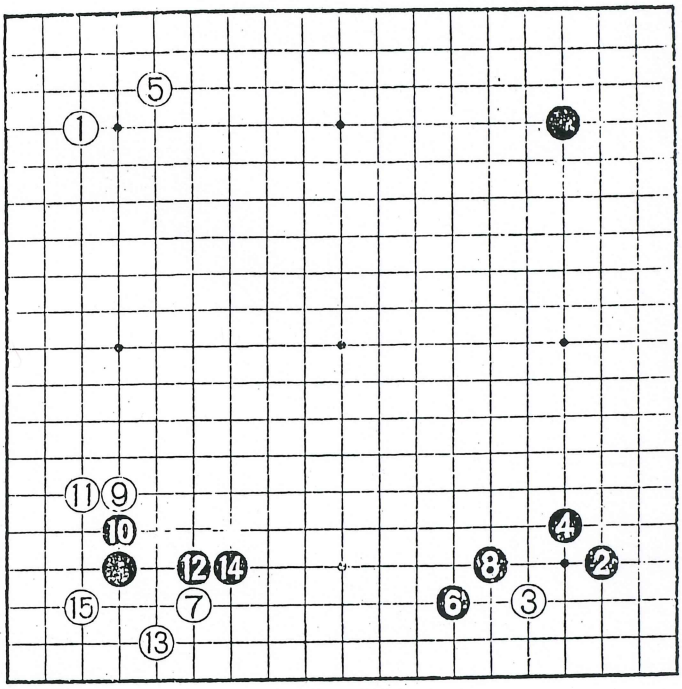
GANJO vs JOWA(taking 2 stones handicap)



This game was played in 1809, the year Ganjo became the 11th Honinbo. His prized student, Jowa was 23 years old at this time. The fierce spirited midgame is very exciting.

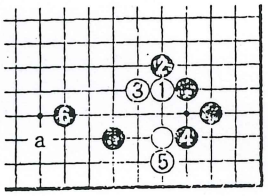
B(4) is a sound positionning. B(6) is a very aggressive pincer attack.

Dia. A: W normally comes out with W (1). B(6) may also be played at a.

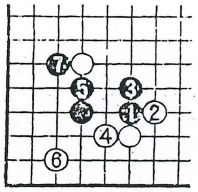
W(7) avoids a direct clash and allows B(8). Although this is big, it is also sound strategy to avoid a fight where you are outnumbered numerically.

B(10) is an unusual variation. Dia. B: This is the standard joseki. B avoided this variation because this W group stabilizes with W(6) and the "influence" value of B(6)(8) in the main text would be lost.

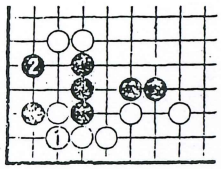
W(13),B(14), and W(15) turns out to be an unusual variation.



Dia. A



Dia. B



Dia. C

B(16)(18) is a technique and anticipates Dia. C: B(2) becomes well placed.

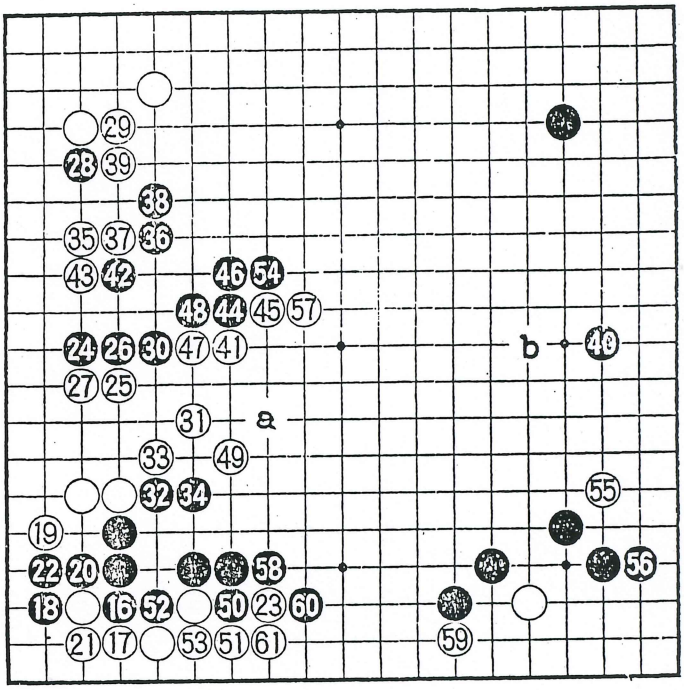
Ironically, W(19) takes away the very place B was seeking and thus W gains on this first skirmish.

B(24) is a well placed pincer.

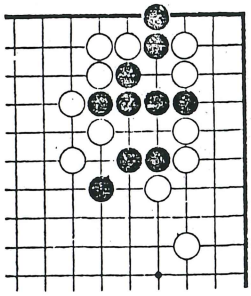
B(32)(34) makes the placement of the W(31) slightly askew. Besides, if B neglected to play here, W would play at (34) and gains an ideal structure.

Since W(41) was such a good play, B (40) should perhaps have played at (41), W at a, and then B at (40).

Although the normal form at (49) is to play at a, B would get a free play at (49), forc ing W to answer this threat to cut off a segment. Besides which, W(49) has more pressure than at a, in terms of attack value against the B group on the lower left.



W(55) is an extraordinary tactical probe. This would not be valid after B gets to jump out at b.



TESUJI: B to play ...

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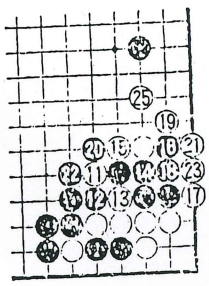
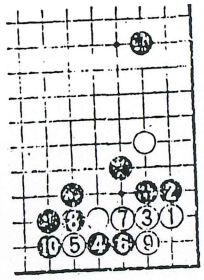
B(56) protects itself against the variations in Dia. D and E: B(4) is the eye taking technique but W(11) gets out. If B(12) persists in going after this W group, the sequence through W(25) makes this W group safe. B(24) fills.

B(60) was a soft play unlike Jowa. Dia. F: B(1) works. After B(13), if W at a, B at b; and if W at b, B at a. It is unthinkable that Jowa of all people would miss this play.



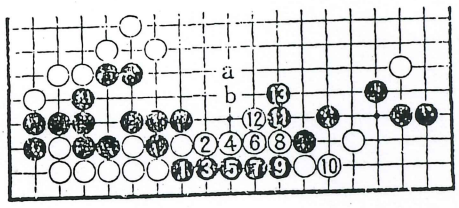
Dia. D



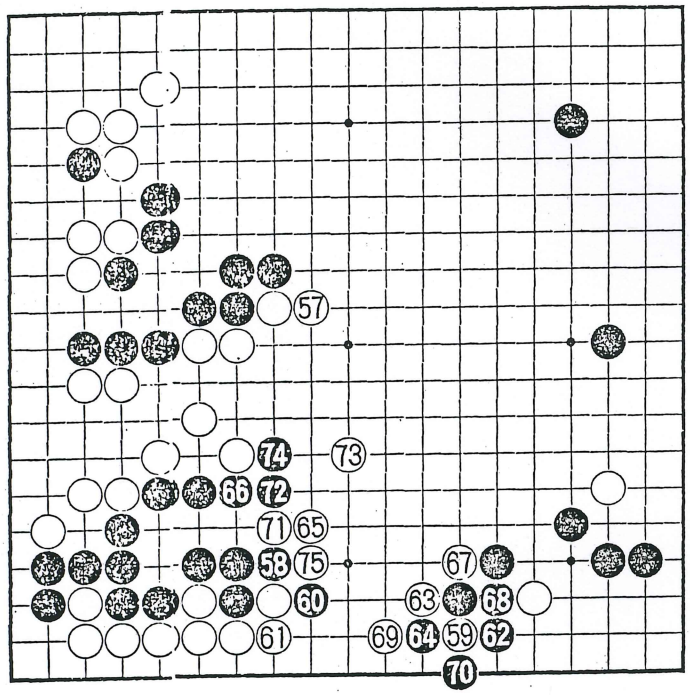
Dia. E

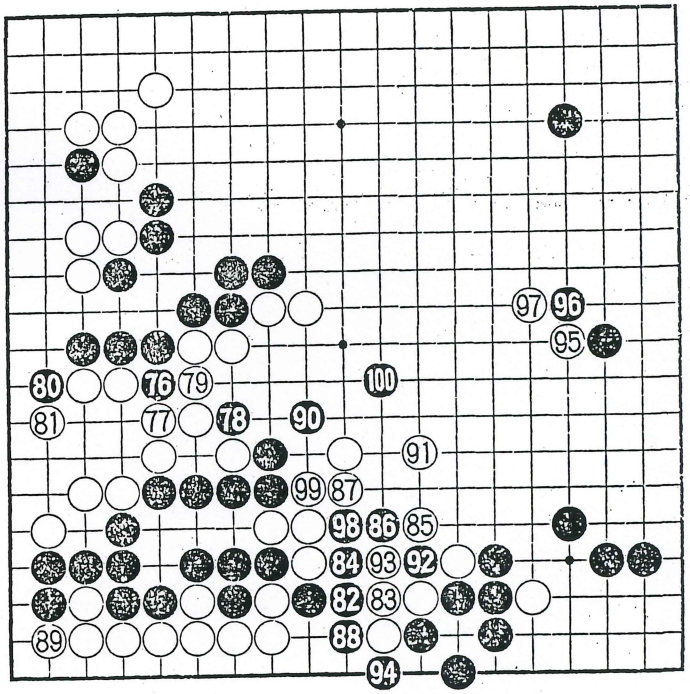
B(62) is again difficult to comprehend. Dia. G: B(1)-(7) kills this group.

Dia. H: Kitani offers this sequence starting with W(57) at (1). The assumption being that there must be an error in the recording. It certainly makes more sense.



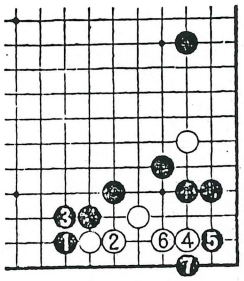
Dia. F



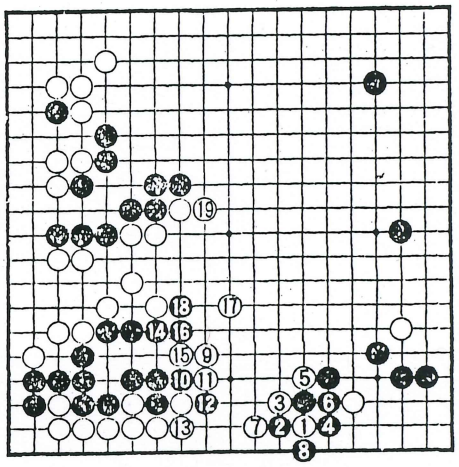


B(82) is meaningful because if B gets a chance to play at (89), this W group is not safe. Thus the exchanges after B(94) can be considered a success for B.

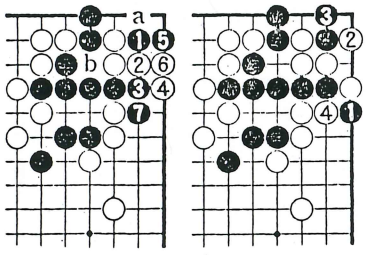
W(95)(97) aims at killing the huge B group on the left. This type of diversionary attack is used frequently by the expert players.



Dia. G



Dia. H



ANSWER:

B(1) is the correct play. B(5)(7) is an important sequence. If W at a, B at b.

If B(5) is played at (1) in this diagram, W is able to make a ko fight.

GANJO vs JOWA (continued)

B(6) prevents the cut at a. The B group on the left would have no difficulty in making two eyes. But the 3 stones on the right would be lost.

B(60) aims at a threat to play at (98). B(60) at b, would allow W to get in a play at c, and force B to connect out with d. This is not good enough for B. If after B(60), W takes at (65), B would be satisfied with a cut at b. Thus, W(61) ventures into this super difficult line of play.

B(62) accepts the challenge and cuts at (62).

Dia. J: If B(72) was played at (1), W (2) gives this structure resilience.

W(77) at (78) gets further complicated. Dia. K: B(4) fills. After W(5), its either B at a or at b.

Dia. L: If B(1) , the exact sequence is very difficult but it results in a huge ko fight. W(12) at (13) still results in a ko with W at (12). There are ko threats available for both sides but this fight seems to favor W.

Dia. M: B(1) and then (3) results in a seki. W(12) fills.

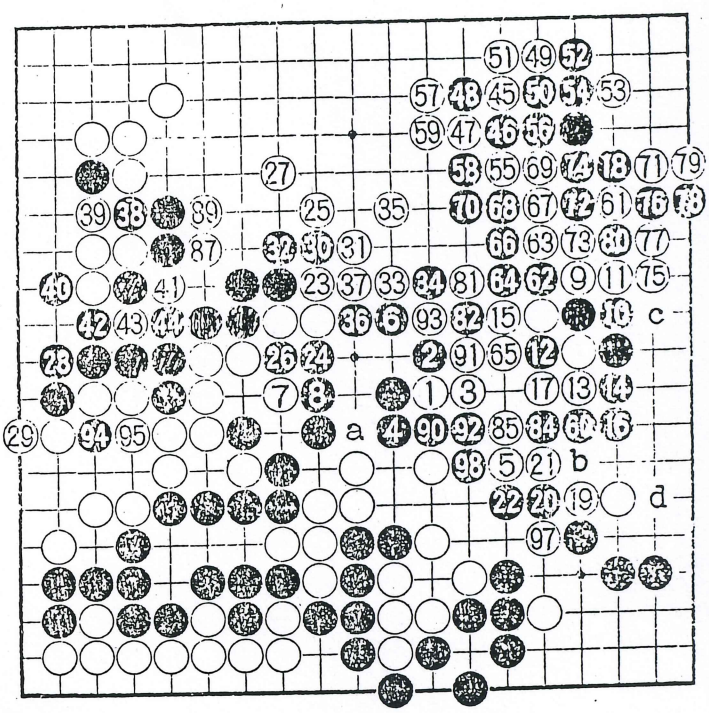
W(83) takes ko. B(86) takes back ko. B(88) fill.

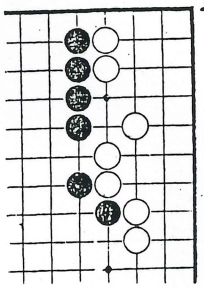
W(87)(89) results in a huge exchange for the ko.

B(90) begins another ko fight. B(96) takes ko at (82). W(99) takes back the ko. B(100) takes ko above (43).

B(14) fills.

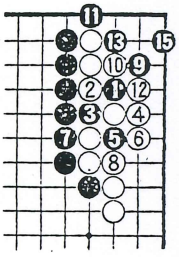
The recording stops at B(234) and fails to mention who won. But the result indicates a win for B.



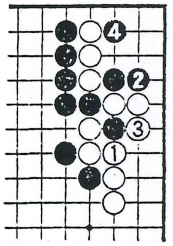


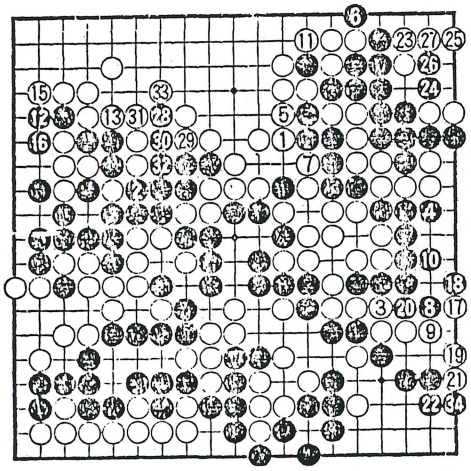
TESUJI: B to play ...

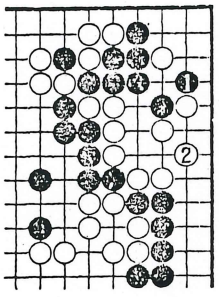
B(1) is the correct suji. W(4) is maximum counter, but B(5) is the excellent cut and with the exchange through B (15), B gains the corner. W(14) fills.



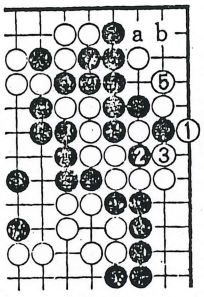
If W(1), the loss in the corner is greater.



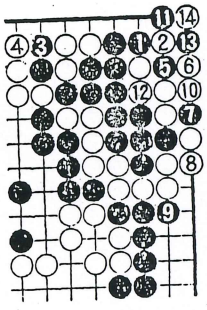




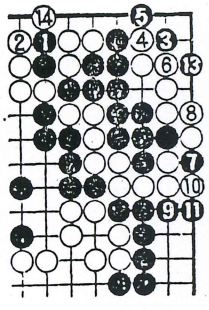
Dia. J



Dia. K

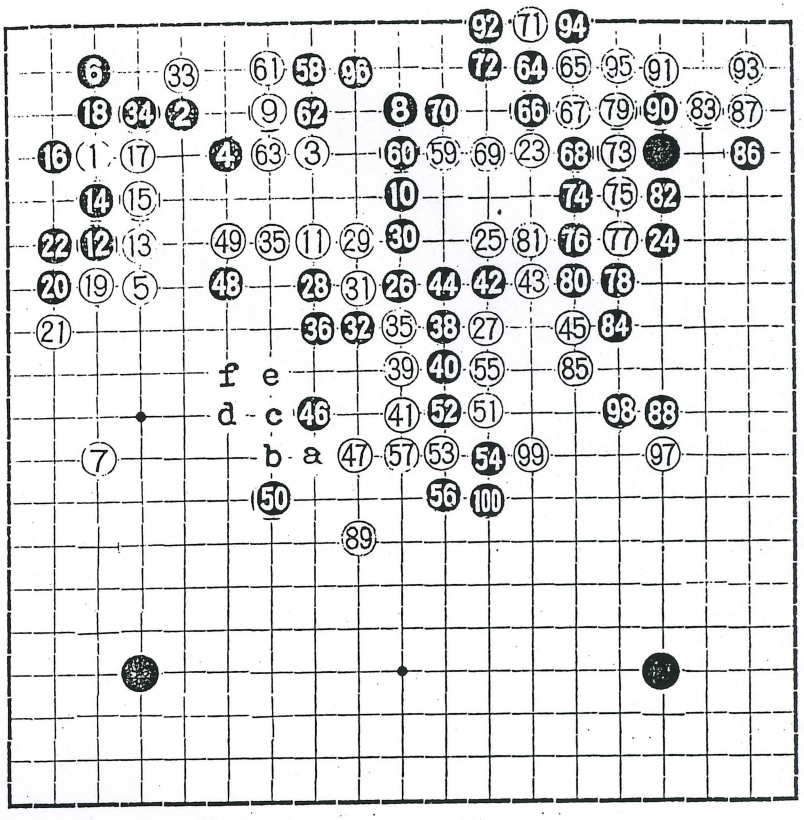


Dia. L



Dia. M

MATSUDA (taking 3 stns handicap)



This game was played many years back against a high ranking professional master. I believe that a person taking handicap should strive to play the maximum at all times. I hope that this game will serve in a measure to illustrate this point.

B(2) is a standard approach against the W(1) low point opening. In a 3 stone handicap game, the orthodox thinking is to immediately approach this corner, to play for an even exchange in this corner and thereby to clearly establish the advantage of having stones on the other three corners. There are strategies to avoid approaching this corner. This is clearly negative in thinking because this assumes that W would gain an advantage if the play is started in this corner.

W(3)-(7) is a regular joseki.

W(9) is a strong counter play against B(8). This prevents B from connecting with a play at(62) and at the same time threatens the B(2)(6) group.

B(12) is the inherent weakness in this W(5)(7) structure. For this reason, this W(5)(7) variation is less played today. Exception is of course made when the placement of the W(7) stone has a special significance. B(12)-(22) settles with an ample gain in territory.

W(23) invasion is understandable. Another play by B in this area would make it near impossible for W to invade.

B(24) is a calm standard response.

B(28) is a strong play. If W responds with (37), B would play at (40) and gain the upper hand in the control of the center.

W(29)-(35) is therefore sheer momentum.

B(36) is a strong attitude and forces W to respond at (37).

B(46) could not be accused of timidity. After B(50), if W at a, B at b, W at c, B at d, W at e, and B at f takes care of this cut.

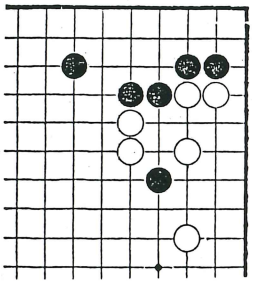
After W(51), B makes this group safe with the sequence through B(64).

W(65) leads to B's counter play B(66)(68).

The tactical fight starting with W(73) did not work out well for W.

After W(89), B now makes safe with B(90)-(96).

W(97) is a play to cause a sequence to bring out the W group with (99).



TESUJI: B to play ...

With B(4), W must make these two groups in the center safe.

B(9) makes itself safe and attacks the W group at the same time.

B(14)(16) is important for the safety of the upper B group and to continue the pressure against the W group below.

B(18)-(22) was played to get the sente at (24).

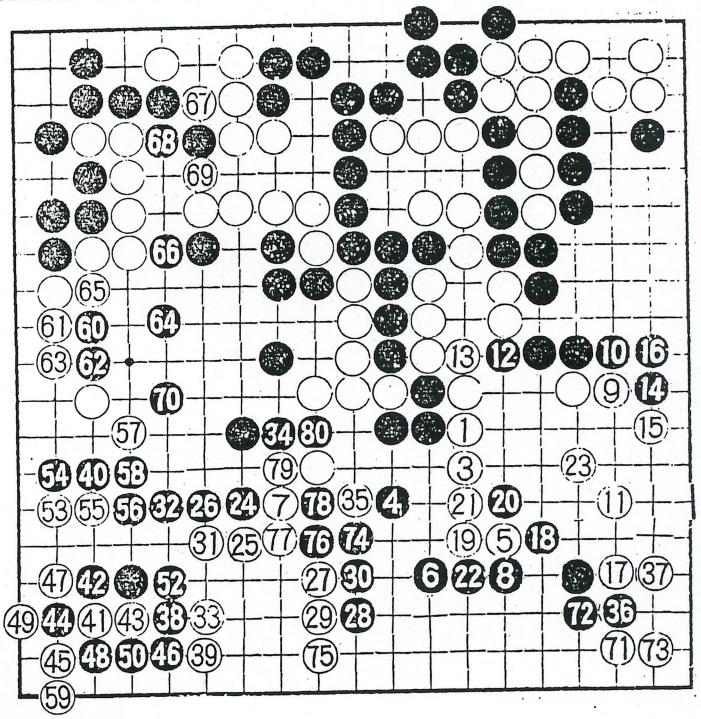
With B(38)(40), B has succeeded in making all of its groups safe by the process of continually forcing W to defend its own groups.

W(41) not only takes away this corner but aims at the whole surrounding B group. W(45) makes this threat apparent. W gains in this corner.

But B(60)-(70) also gains and makes itself safe by attacking this W group.

W(71) is a very big end game play.

W(75) should be at (76), but since there is only end game left and W is clearly behind, W makes available the B(76)-(80) coup de grace and gracefully concedes.



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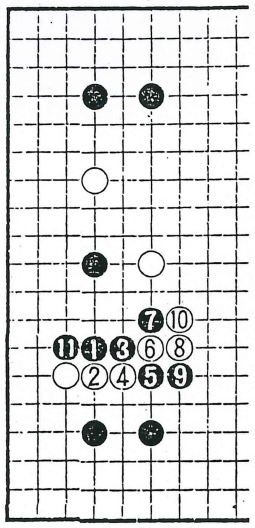
9 STONES HANDICAP GAME:

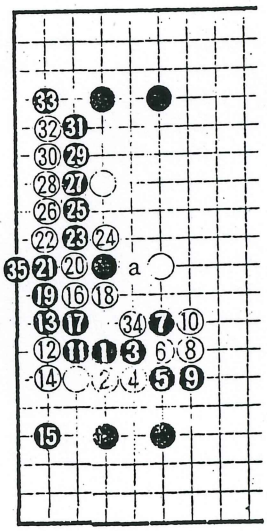
B(8) at a, is still a better technique. Refer to the 8 stone handicap game given in No. 28.

Dia. A: The technique refered to will be elaborated here. Where the lower B's position is the knight's position, B(5) should continue at (6).

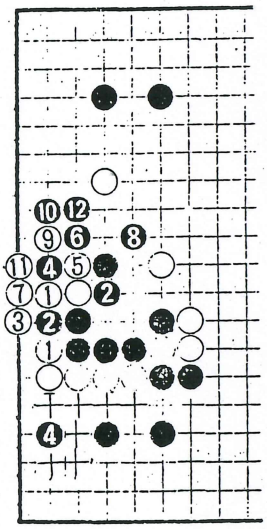
Dia. B: If W(12)(14), B(15) captures these W stones. W(16)



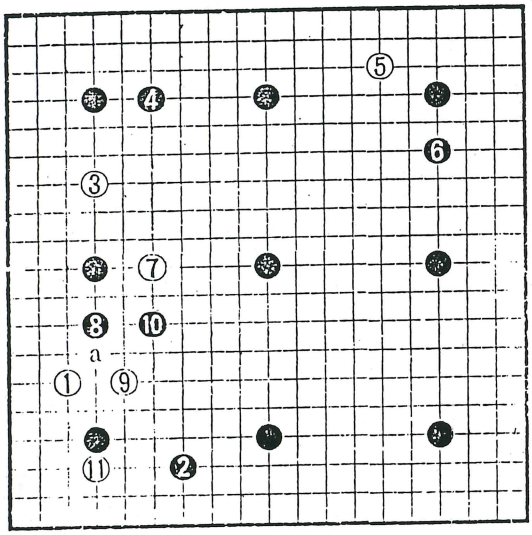
Dia. A



Dia. B



Dia. C



(18) is perhaps the most difficult die hard thrashing to quell. The sequence through B(35) wins for B. At a cursory glance, it looks as though B is behind in this semeai. But W is behind because W needs an extra play at a.

W(11) plays it difficult.

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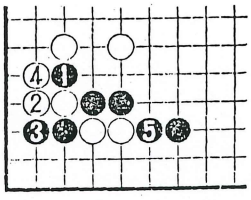
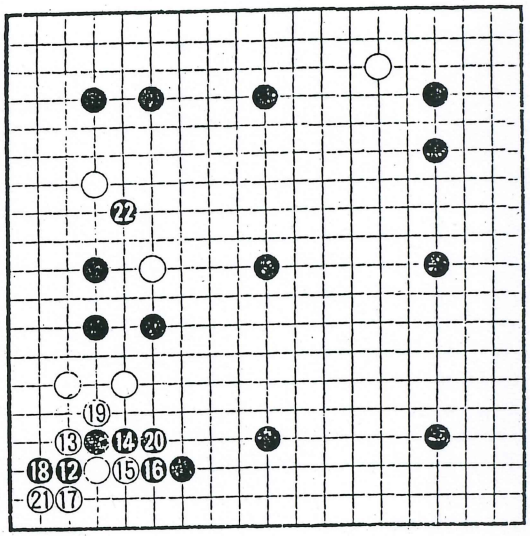
B(12)(14) was correct but B(16) was wrong. W(17)-(21) makes a substantial gain in this corner. Dia. D: B(1)-(5) is correct.



Dia. D

B(24)-(30) is valid here because there is no need to fear W's severing this B group.



B(36)(38) are false plays that hurt the B stone in the center. The B(36) should be at a.

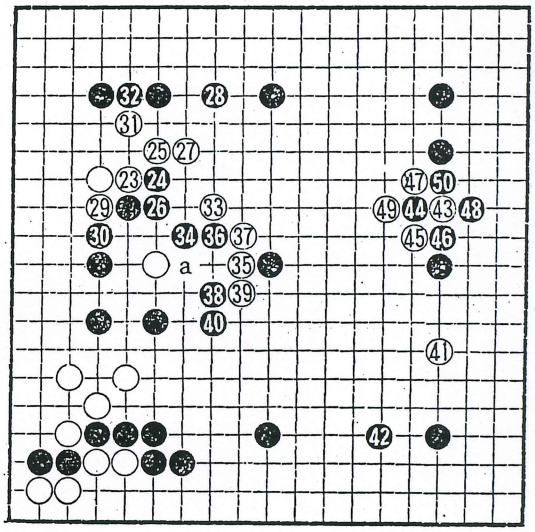
Against W(43), B(44)-(50) is excusable only because of the large handicap. It is true that the territory thus gained can not be dismissed lightly, but this technique should not be normally be used.

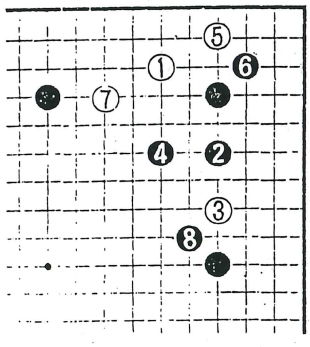
Dia. E: Since the W(43) invasion is another often played "book" attack, a thorough analysis will be given. B(4) aims at either attacking the W(1) or the W(3) stone. If W protects with (5)(7), B(8) restricts the W(3) stone.

Dia. F: If W(1) pulls out this stone, B(2)(4) attacks this W stone. W at a can not get out because of B at b.

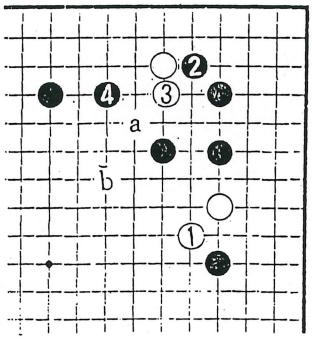
Dia. G: B(1) is another valid and forceful technique. B(3) is critical in this formation. B(3) at (11) would make B(1) meaningless. If W(4), B(5) is an important cut. W is forced to make this W group safe with (6)-(16). B(17) now goes after this other stone .

Dia. H: If W(1) chooses to come out bearing the indignity of this poor formation, B(2)(4) again attacks the stone on the other side.

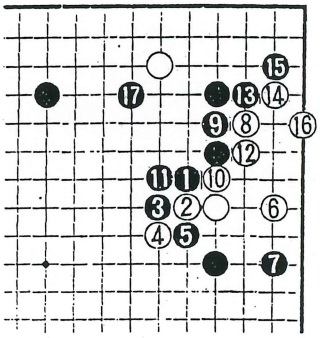




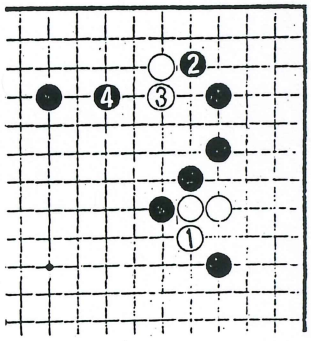
Dia. E



Dia. F

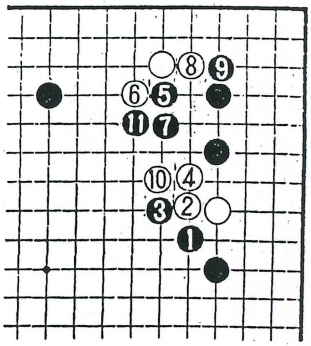


Dia. G



Dia. H

Dia. J: B(1) may also be played. The main difference from starting at (4) is when W chooses to move out with W (4). If W(4) at (10), B naturally cuts at (4). B(5) is the important follow up in this variation. The key idea for B to remember is to attack "one or the other". W should find it impossible to save both groups.



9 STONE GAME CONTINUED:

B(52) was a strong, excellent choice against W(51).

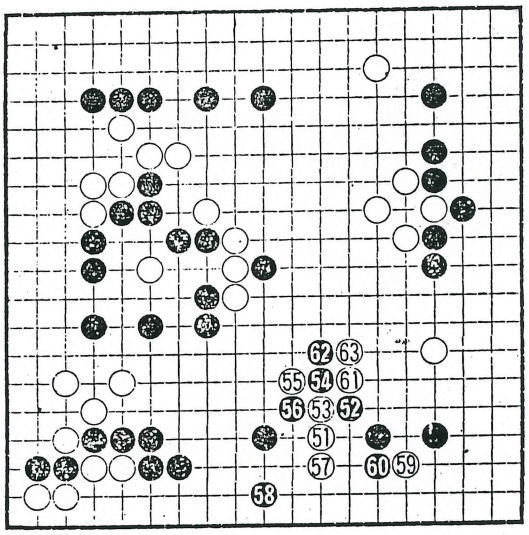
B(60) is an over play. It should simply fill above (59). W again gains in this exchange through W(77).

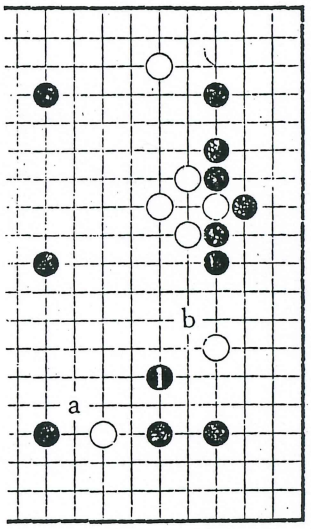
B(78) at (80) is also a good play.

B(82) at a gains too little when compared to losing the corner and the right side.

W(87) now invades this fourth corner and begins tb close up the lead held by B.

B(86), better played at b.





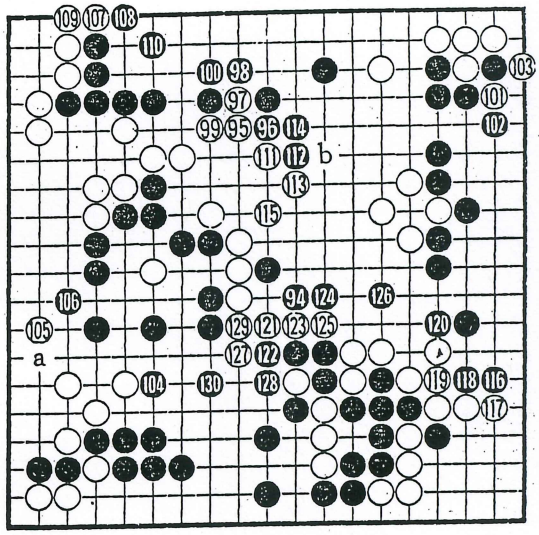
Dia. K

Dia. L: B(1)(3) was a valid variation. B has a future connection at a and a threat to cut at b. But W is slightly favored after getting (4).

Certainly, B(92) should now follow the B(1)(3) variation in Dia. L.

B(94) was a big play. B(94) at a also valid.

W continues to make gains with (101)(103), W(105) and W(107), but after B(130), B still retains a clear edge. Which signifies that in spite of the fact that B made numerous weak and bad plays, the advantage of a 9 stone handicap is very big.

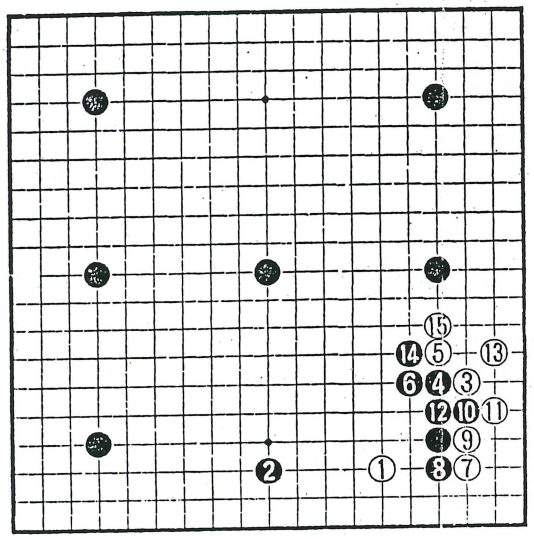


7 STONE HANDICAP GAME:

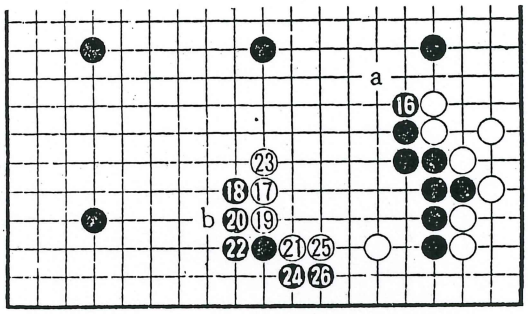
B(2) is a good, aggressive variation. The normal response at (4) is also valid.

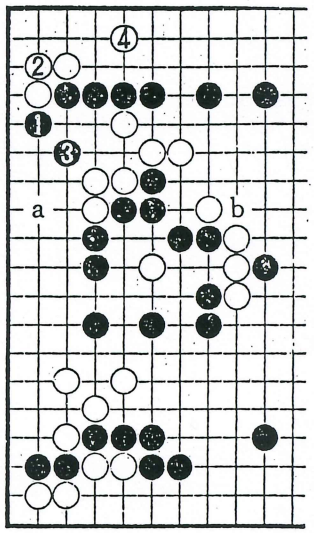
B(8) at (10) is the stronger variation.

B(16) at a is the more precise form here. Without the handicap stone above B(16), the joseki is for B to play at(17).



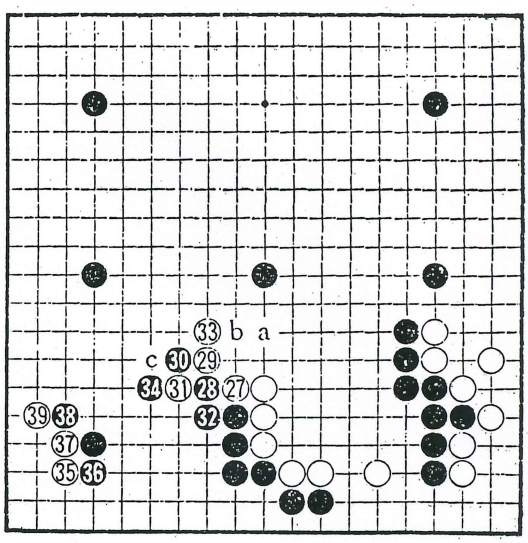
B(18) may also choose the standard response at b. But the important point to remember is to play from the outside of this W group. And thereby use the B (right) wall.





Dia. L

7 STONE HANDICAP GAME CONTINUED:

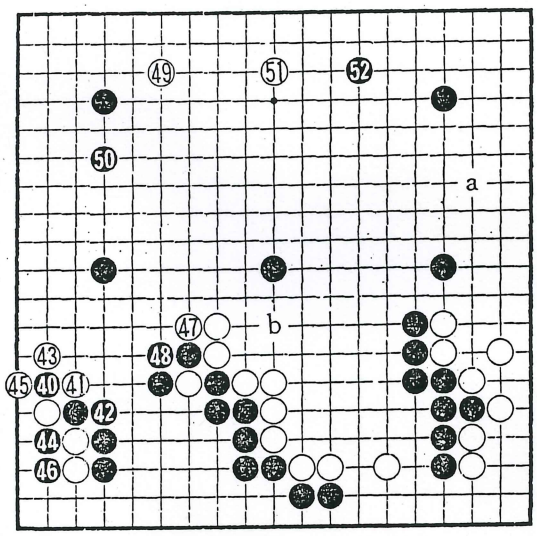


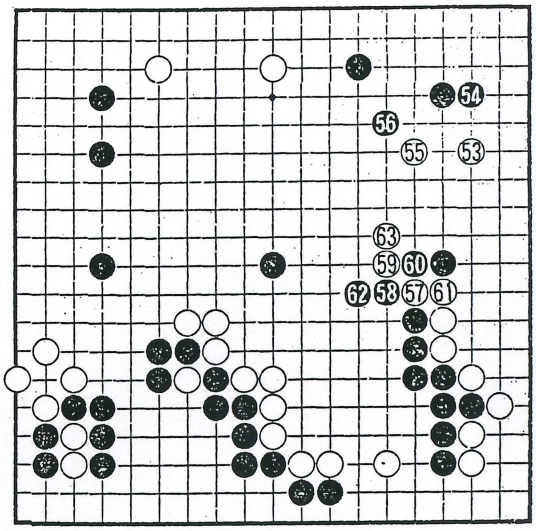
W presses with (27)(29). In this type of close body contact, it is vitally important not to back out. B(28)(30) is fine. But B(34) is slack. The proper plays are for B to threaten the cut at a, B protects with b, and then B should now play at c, and not at (34).

Against the W(35) invasion, B(36) is the correct side to block. B has an investment on the right that should not be spoiled.

B(40)-(46) is a joseki variation and is a valid application in this situation. The variation where B(40) simply extends out to (41), is also valid in this situation.

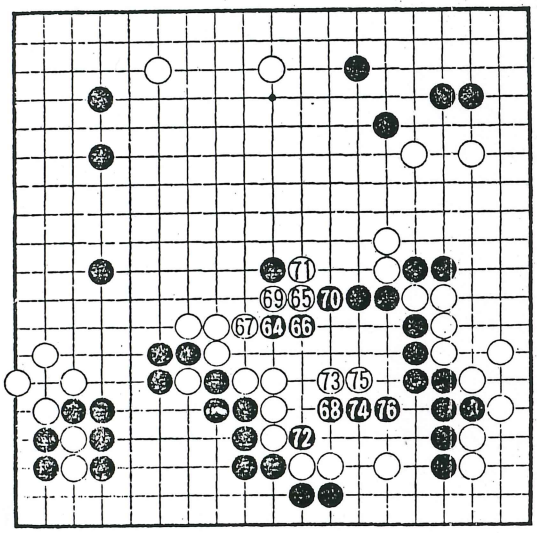
W(47) gets the free play, forcing B to answer (48). This is the reason why B(34) should be at c as indicated in the previous diagram.





B(52) at a would have been more prudent considering that the B group in the lower right is not as yet safe.

B should develop an intuitive sense to get a play like at b. This is not only sente for B but serves to break down W's structure while increasing B's own structure. This is a good example of suji or vital play. The term suji is divided into two types of plays, suji and katachi. B playing at b would be called suji, or the key attacking play and usually initiates a sequence of plays. W playing at b would be called katachi, or the play that completes the defense of a structure and hence usually played at the end of a sequence of plays.



While B(54)(56) are correct plays locally, B(56) at (61) or (59) was necessary and more important. W(57)-(63) was very big.

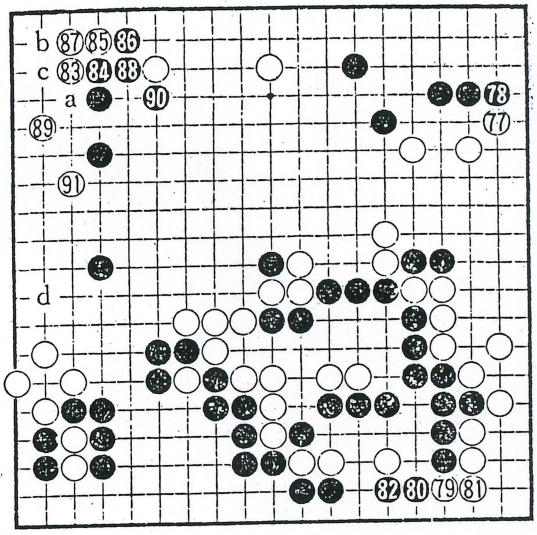
B(64) was good. B(68) was too local, it should have been at (69). While B(72) captures the 3 W stones, W's gain at (69)(71) had more value because it greatly effects the fight to come. This is a good example of losing sight of the whole board situation in exchange for a local gain.

7 STONE HANDICAP GAME CONTINUED:

W(77) is a big end-game play. Therefore B at (77) would also be big.

W gets (79)(81) with sente and it now becomes obvious that B's previous capture of the 3 W stones was indeed small.

B(86) was poor here. B gives up too much in the corner and left side for speculatory gain on the right. The preferred line at B(86) was at a, W at b, B at c, W at (87), and B at d. This is a good example of the ideal proceedure of gainning territory while attacking.



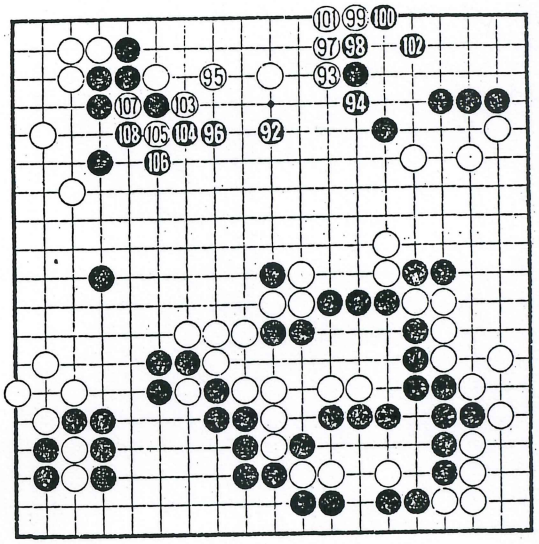
B(92) was better at (95). Nevertheless the idea of going after this W group was correct.

W(109) fills.

B(10) was a weak play. It should be at a, to see how W would respond.

After W(11)-(15), W has closed the handicap gap to a dangerous point for B.

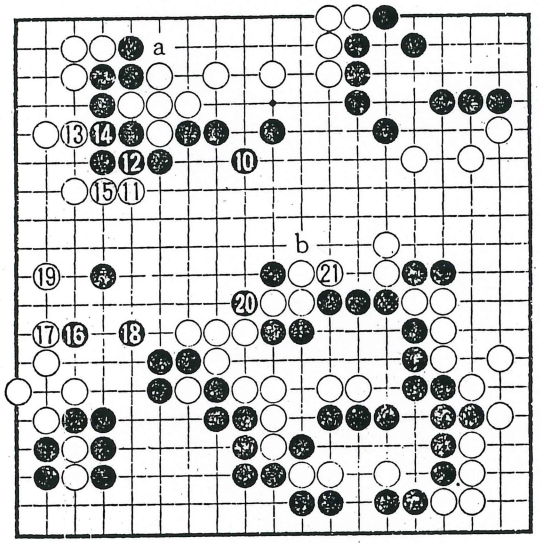
B(20) was a bad play. The correct technique here was to play B(20) at b.

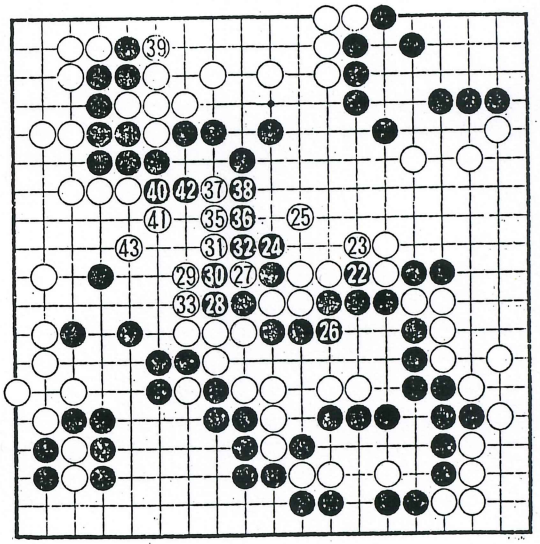


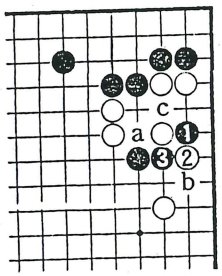
B(22) was poor. It only made B(26) necessary After the excellent sequence W(27)-(37), W(39) gives W the edge in this game.

The rest of the sequence will be deleted. W wins by 8 points. This is a good example of where B makes no serious blunders and yet through a series of weak, slack plays losing the game by being edged out at the end of the game.

Although B strives to play the maximum at all times, W will make gains by virtue of the difference in playing skill. Therefore consider how much more W will gain if B plays weak and conservatively.

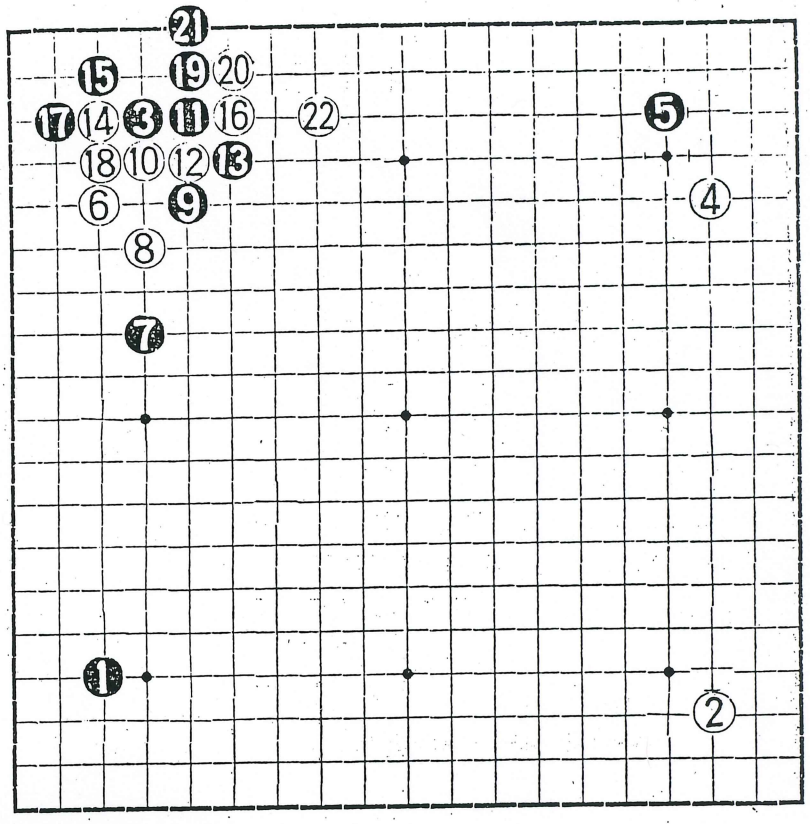






After B(3), B gets to play either a or b. If W(1) at c, B at (3).

EASTERN U S HONINBO FINALS 1962
MATSUDA(W) vs SHEN(B giv 4½ pts)

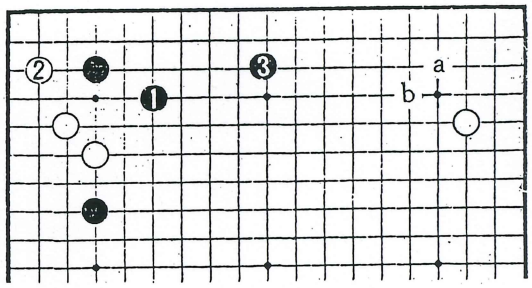


Dr. C. S. Shen, physicist, has held the Eastern title for two years. He is probably the most feared Go player on the East coast because of his style of unrelenting attacks. This is the second game in the best of three match games. Matsuda has won the first game.

The opening plays, B(1) through W(8), starts with a placid, orthodox positionning with both sides playing cautiously.

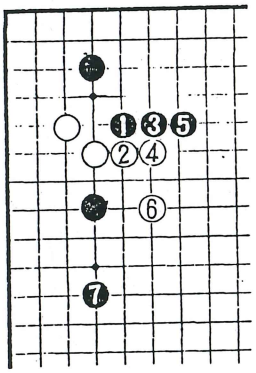
The B(9) variation was started by Go Sei Gen many years ago and still remains one of the unresolved, difficult josekis.

Dia. A: B(1)(3) is the usual joseki. But in this case B is left with an awkward situation in relation to the upper right corner. B's approach at a would be forced into a low position with W at b and the whole upper W's position would be forced into a congested formation. On the other hand, B at b, is strictly speaking a less than maximum approach against this W's corner and therefore also not satisfactory.



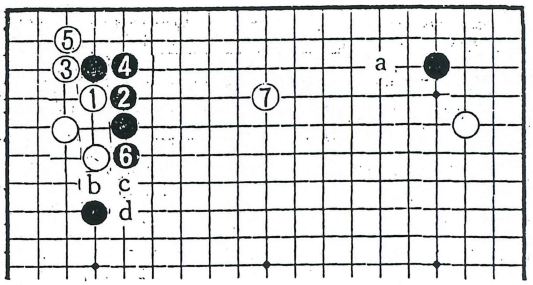
Dia. A

Dia. B: W(2)(4) would seem like the natural continuation. But the exchange through B(7) allows B to establish a base on both sides and the W's structure still remains unstable. W makes a poor exchange.



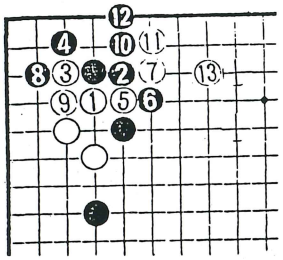
Dia. B

W(10), therefore, is the natural counter attack. B(11) at (12) leads to the variation in Dia. C: this exchange gives W the corner and B gains the outside influence. This is normally poor for B because B (6) is gote and allows W to cancel out this influence. W (7) prevents B's extension and threatens either to pincer at a or aim at the threat to cut with W at b, B at c, and W at d.



Dia. C

W(12), an error in sequence, should be at (14). Dia. D: W(3) and then (5) is the correct sequence of play.



Dia. D

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Matsuda vs Shen continued:

Dia. E: B had the chance to vary with B(6). This exchange in comparison with Dia. C, is a better structure for B.

B(23) starts a fight that as yet remains the unresolved variation in this joseki.

W(24) was better not played.

Going back to W(22), Go Sei Gen gives a variation that avoids the enigmatic B(23).

Dia. F: If B(4) protects at (5) W jumps out at a.

The exchange through B(37) favors B.

If W(38) at (41), B would play at (40). W can not turn out at (39) because it would jeopardize the W group above.

B(51)(53) is unrelenting. W(54) is an important counter and gains the satisfaction of the W(56) B (57) exchange.

B(63)-(69) keeps W on a precarious balance.

W(70) is a must. If B gets to play at (70), this whole quadrant is so big that the game would be over at that point.

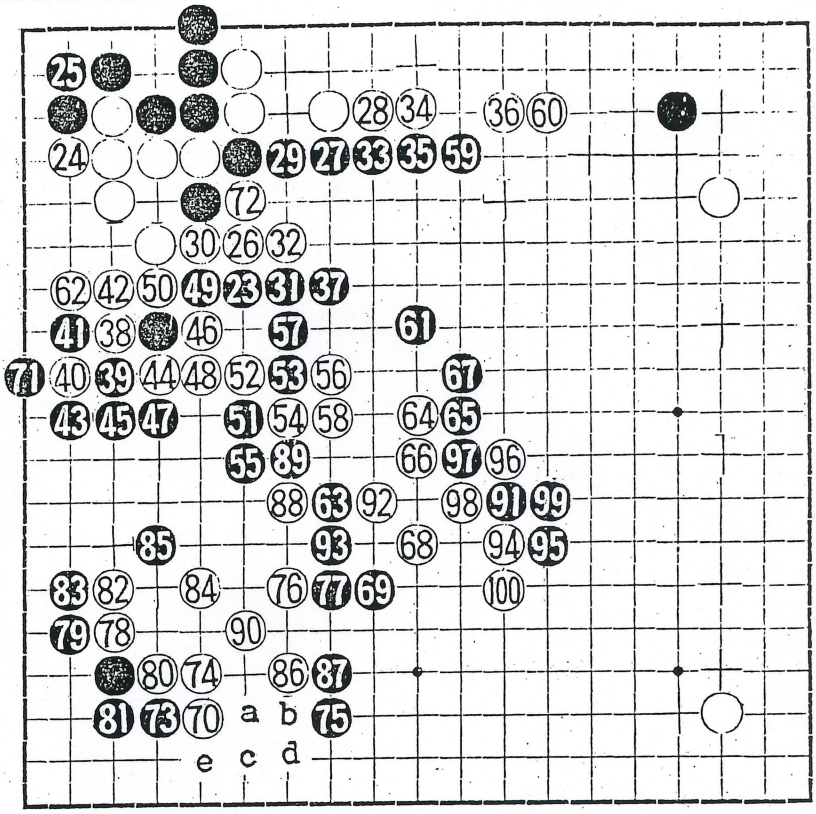
B(73)(75) is the strongest variation.

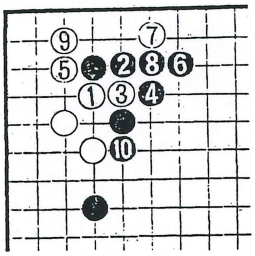
W(76) is preparatory to playing at (78).

Dia. G: W(1) prevents B(4) because W(1) serves to capture by ladder.

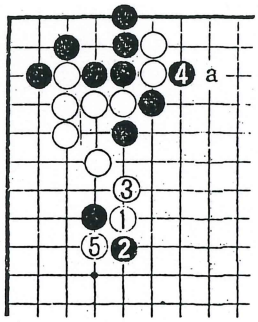
B(85) still does not let up. After W(90), B still has a threat to take away the eye structure of this W group with a play at a, W at b, B at c, W at d, and B at e.

B(91) shifts the attack against this center W group. Needless to say, if the B(75) (69) group gains in strength, B would go after the W group on the left.

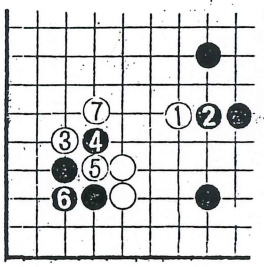




Dia. E



Dia. F



Dia. G

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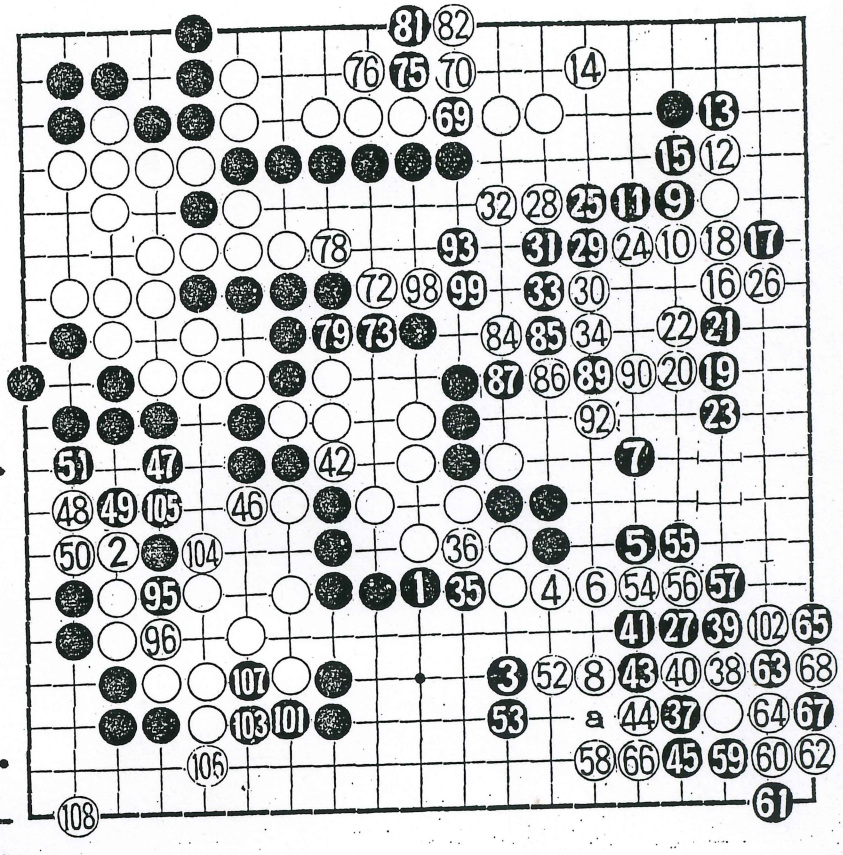
* The Go Letter Vol. I, II, and III covers a span of three years. I feel a great sense of satisfaction that there are now available a complete coverage of the standard joseki, even game openings and the essentials of handicap play. Thank you for your kind encouragement and support. With deep regret the Go Letter terminates with this issue.

T. Matsuda



B(1) takes away the eye structure of this W group. And meanwhile waits for the opportune moment to pounce on the W group on the left. W(2) now makes this W group safe.

B(3) gains territory while attacking.

With the additional strength gained at B(5) and (7), B(9) gets the sente in the one area that W had the advantage but had not the opportunity to play.

B(17)(19) goes after this group.

B(27) threatens to separate the W forces with a play at (37). Since the real aim of B(27) is to reenforce B's structure along B (7) and B(23) and with this strengthening to go after the W group on the upper right, W(28) makes a desparate counter to threaten B's center and fortify itself.

After W(35), W does assure the safety of this W group but the penalty of neglect looms with B(37).

W(38) attempts to save this corner stone, knowing very well that the W group in the center would thereby be exposed to acute danger.

B(39) is a prudent line. It retains the territory on the right side just in case the center W group manages to survive.

W(42)(46) is W's only ace in the hole to get out of this near hopeless situation. These plays gives the center W group nearly two eyes. But more important, by cutting off the B forces, B is forced to live with B(47)-(51) and now allows the W(52) threat.

On a careful analysis after the game, it was found that the B(53) was the losing play. B(53) at a, capturing the lower right corner, would have been valid. B(53) feared for the safety of this B group (survival was readily available). B also miscalculated into thinking that B(59) would capture these W stones.

B(65)(67) is a drastic measure to recoup. This ko fight is the final precipice for both B and W.

* B(71) takes ko. W(74), B(77), W(80), B(83), W(88), B(91), W(94), B(97), W(100) take back the ko.

B(101) is the final error. This was not a valid ko threat. B(107) does take away the two eyes of this W group, but B overlooked the fact that in the process of taking away the eyes of this W group, the B group in the lower left dies after W(108). The semeai favors W.

W was lucky in winning this game.